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VIEWtiful JOE™

OFFICIAL STRATEGY GUIDE

By Doug Walsh



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OFFICIAL STRATEGY GUIDE

By Doug Walsh

VIEWTIFUL JOE™ **Official Strategy Guide**

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INTRODUCTION

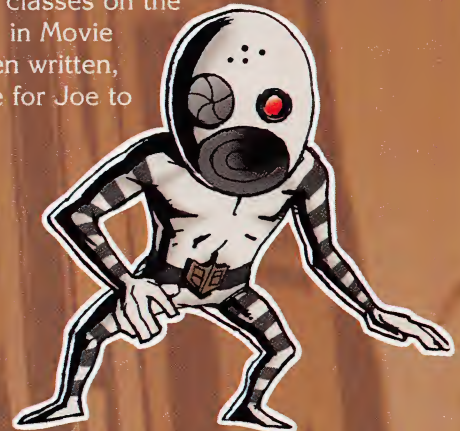
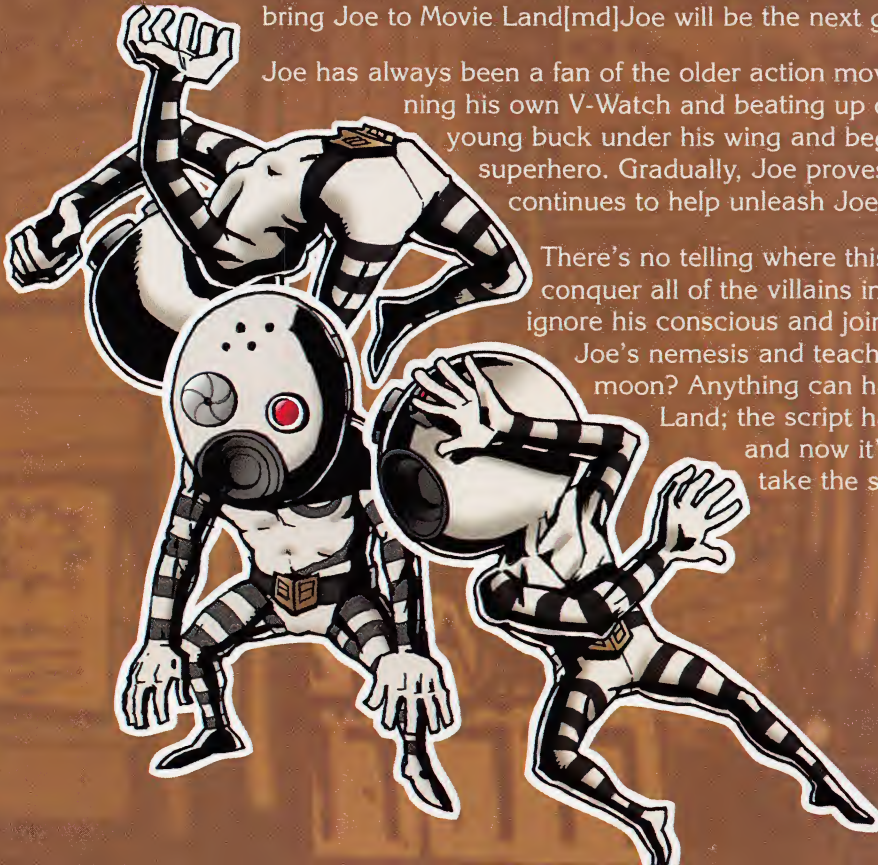
Back in the early days of action movies, the stars on the silver screen weren't exquisitely trained thespians or pretty boys dancing around in front of a green screen. No, the original action heroes kept it real. They trained hard, they dreamed big, and they craved a challenge. This is their story.

Viewtiful Joe is the tale of a boy named Joe and his sexy-smart girlfriend, Silvia. One day, while at the theatre on a date to see an old action flick from yesteryear, Joe's hero, Captain Blue, falls in battle. He cannot continue to fight, for he has been defeated. Seeking an opportunity to extend his influence, Captain Blue's foe reaches through a mysterious portal connecting Movie Land to the real world and kid-

naps Joe's beloved Silvia. Captain Blue acts quickly and sends his trusty Six Machine to bring Joe to Movie Land[md]Joe will be the next great action hero!

Joe has always been a fan of the older action movies, and he relishes the thought of donning his own V-Watch and beating up on bad guys. Captain Blue takes the young buck under his wing and begins to teach him the ropes of being a superhero. Gradually, Joe proves himself in battle, and Captain Blue continues to help unleash Joe's inner hero-ness.

There's no telling where this long strange trip will take Joe. Will he conquer all of the villains in the world and rescue Silvia? Will he ignore his conscious and join the dark side? Will Silvia run away with Joe's nemesis and teach yoga classes on the moon? Anything can happen in Movie Land; the script has been written, and now it's time for Joe to take the stage!



MEET THE CAST

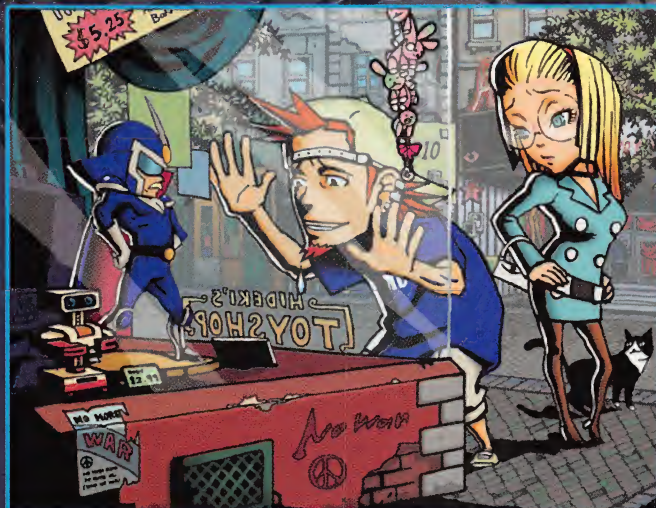
No matter whose name is on the marquee, or how many special effects there are, a film can't be successful without a well-rounded cast of characters to complement the main attraction. The director behind the scenes of *Viewtiful Joe* knows this, and has a variety of intriguing characters ready to support Joe in each of his seven episodes.

FIGHTING FOR GOOD

JOE

At first glance, it appears that Joe is just your average, run-of-the-mill type of guy. He sports a plain blue T-shirt, a baseball cap turned backwards, and a scraggly goatee. Joe likes spending time with his girlfriend, Silvia, and watching old superhero flicks, but not necessarily in that order. Yep, the word 'dude' is strangely appropriate when describing Joe.

What Joe doesn't realize, however, is that he has a secret inner hero-ness that has been waiting for a time when it can bubble to the surface of Joe's persona. That time has come. Joe has seen enough cheesy B-movies to know what needs to be done. He accepts his charge and assumes the unproven roll of action hero in an attempt to save the lovely Silvia from the grips of evil. There is no turning back; it is his destiny to save the girl.





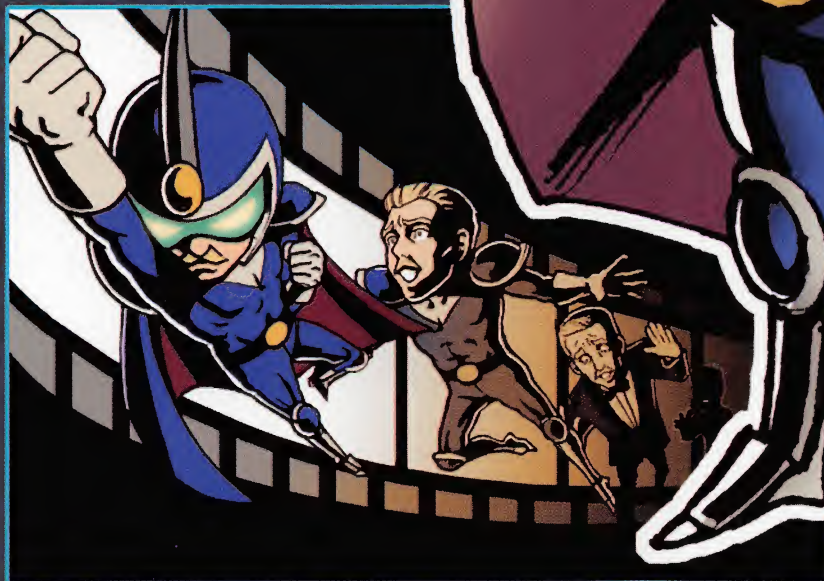
SILVIA

This spunky vixen may not seem like the perfect match for Joe, but whatever it is she sees in him, she certainly likes it. All Silvia wanted was to take a romantic trip to the movies with her boyfriend. Not only does she have to battle for Joe's attention during the movie, but she ends up getting kidnapped before the film even ends! And if that wasn't degrading enough for her, now she has to go through the next seven episodes as the helpless damsel in distress!



Captain Blue

If anyone is to blame for Silvia's misfortune, it's Captain Blue. If he hadn't let himself get out of shape, he would have defeated his nemesis and nobody would have been taken away to Movie Land. Unfortunately, Captain Blue didn't just pack on the pounds, but his age has caught up with him, as well. Although he doesn't have the physical skills necessary to save Silvia, he knows what it takes and is willing to make up for his shortcomings. Captain Blue takes Joe under his wing and trains the young buck in the art of being a superhero.

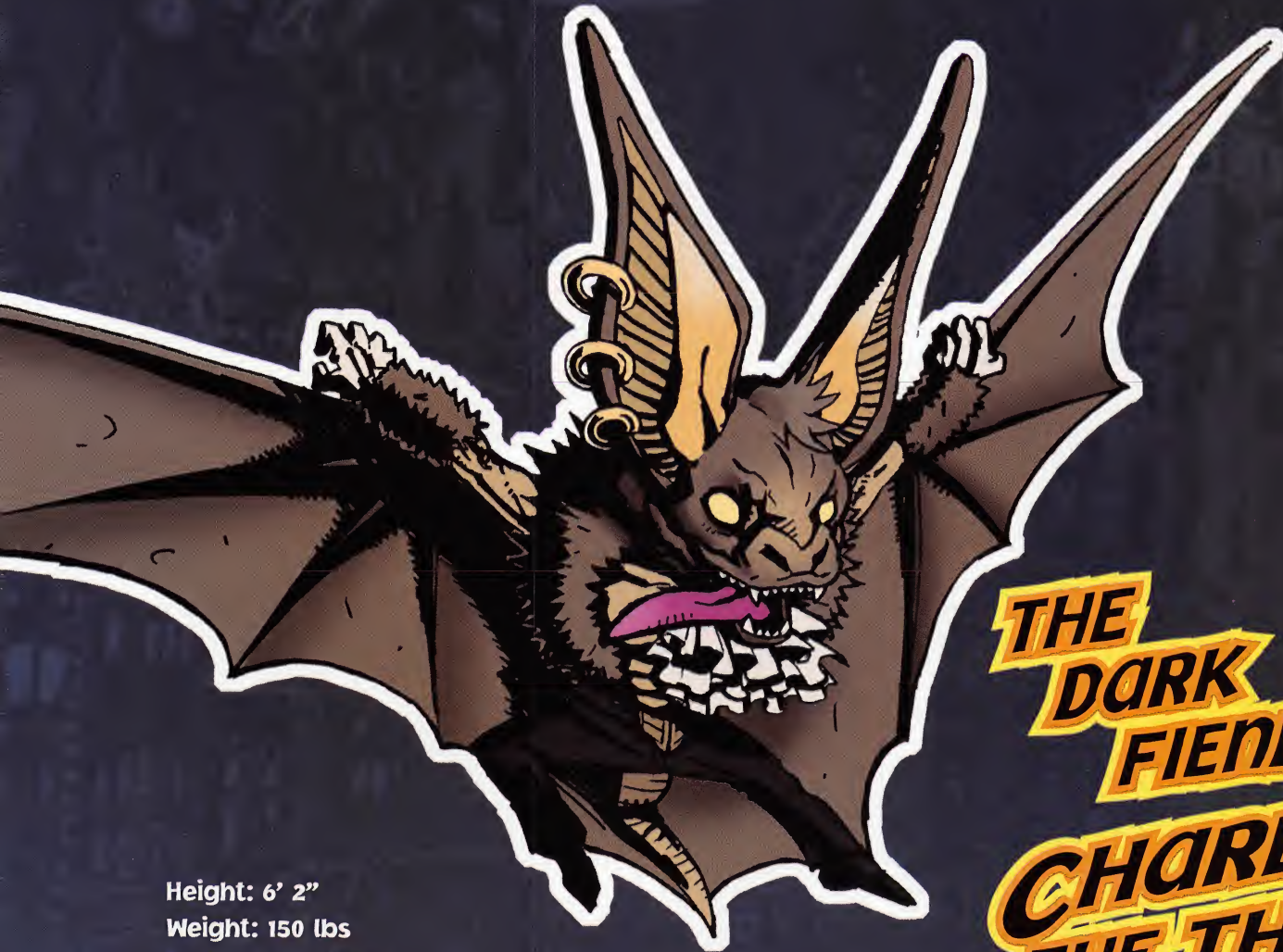




THE LORDS OF EVIL

**READ
ALL
ABOUT
'EM!**

A great deal more information can be found on each of these boss characters in the walkthrough portion of this guide.



**THE
DARK
FIEND,
CHARLES
THE THIRD**

Height: 6' 2"
Weight: 150 lbs
Blood Type: Mixed
Favorite Pastime: Taking naps

The Dark Fiend may be a little batty, but he is still the master of the castle that Joe visits in Episode One, and is sure to leave a lasting impression on Joe's neck, err, soul. Charles the Third is a formidable opponent with numerous tricks at his disposal. Not only can he split into numerous bats after being hit, but he also has the power to rattle the rooftops of his cave and shower Joe in a cascade of falling stalactites. Beware his energy blasts and his speedy torpedo-like attacks.

THE IRON OGRE HULK Davidson

MEET
THE
CAST

Hulk Davidson is the party animal of Movie Land, and lives it up in a penthouse suite far above the city's seedy underbelly. Although his singing is arguably worse than his brawling, he is a tough-as-nails fighter that should not be taken lightly. Joe can expect the Iron Ogre to employ sophisticated pyrotechnics throughout his battles with him. And if that wasn't enough, this wild child also knows how to throw around his massive girth—not to mention his equally large axe.

Height: 7' 10"

Weight: 1 ton

Hobby: Collecting motorcycles

Debut Song: "Hulk Davidson is
Born to be Wild"



THE AQUATIC TERROR **Gran Bruce**

Length: 6' 10"

Weight: 460 lbs

Affiliation: Jadow Central
Intelligence Chief Staff

Hobby: Uh...

Wondering if it's safe to go back in the water? Not if Gran Bruce is on the prowl! Gran Bruce is a large crossbred shark with the biggest set of chompers this side of Hollywood!

When the Aquatic Terror isn't regurgitating explosive refuse or spewing an array of deadly mines into the water, it's speeding through the air and water, looking for a bite to eat. This monstrosity does have a weakness, however, and that's its rather poor endurance.

Tire it out, then move in for the attack!

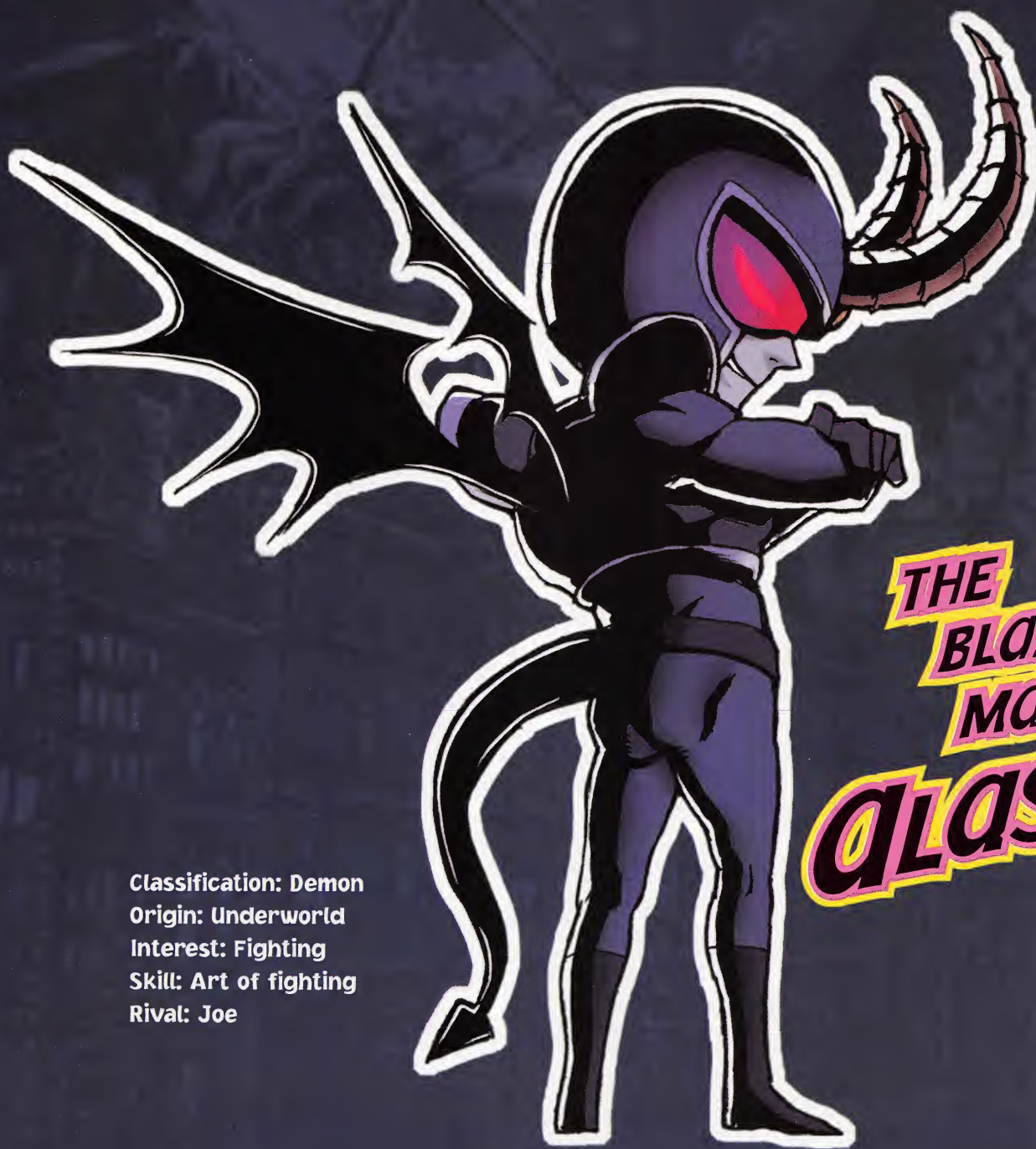


ANOTHER JOE

Height: Same as Joe
Weight: Same as Joe
Punching Power: Same as Joe
Kicking Power: Same as Joe
Real Identity: You know this already



Oh, sure, the stats read like Another Joe is just, umm, another Joe, but that's only half the story! Another Joe may be able to punch, kick, and leap just like his namesake, but what separates this carbon copy from the real thing is that Another Joe can multiply into many, many Joes! Compounding this complexity is the fact that Another Joe can also call on the help of his trusty Six Majin to aid him in battle! Six Majin not only fires on Joe, but also circles the arena high above and showers the landscape in a steady downpour of explosive bombs! Joe will have his work cut out for him if he's to prove himself as the one true hero!



THE BLADE MASTER ALASTOR

Classification: Demon
Origin: Underworld
Interest: Fighting
Skill: Art of fighting
Rival: Joe

Every superhero must have a nemesis. Luckily for Joe, there is a yin to his yang, and his name is Alastor. The aptly named Blade Master is pure evil and wields the power of lightning. He can also summon a collection of possessed swords and guide them right into Joe's gullet. The only thing Alastor hates more than Joe is the lava that fills the underworld. If unable to turn Alastor into a pincushion with his own swords, Joe is going to have to knock Alastor into the fiery inferno that flows throughout his home.

THE INFERNO LORD FIRE LEO

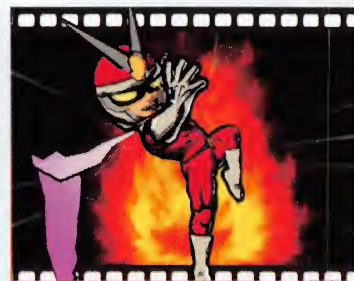
Joe's toughest opponent is none other than a rampaging bundle of flame known as Fire Leo. Unlike Alastor, Fire Leo loves the lava pool in his abode, and takes regular dips in it to recharge his fiery persona. Fire Leo keeps enemies at bay by tossing a steady stream of flaming meteorites around, and by breathing giant walls of flame. Should Joe manage to fight fire with fire and land a damaging blow, Fire Leo will quickly change his ways—for a moment. Joe must remain on his toes if he's to stay ahead in this battle of heavyweights!

Height: 4'1"
(including flames)
Weight: 1340 lbs
Body Temperature:
1 trillion degrees
Favorite Pastime:
Bathing in hot springs





THE HERO'S BASICS



Viewtiful Joe is an intense action game that features spectacular attacks, time-controlling abilities, various power-ups and items, and a complex scoring system. The only way one can become a true superhero is to have a solid understanding of these “Hero’s Basics.” This chapter serves as a companion to the user’s manual, and should answer any question the player has about the fundamental gameplay.

Controls

The player is given several configurations to choose from while playing *Viewtiful Joe*. Since each individual will have his or her own preferred configuration, this book does not refer to the “A Button” per se, but rather the “Punch Button”. The L and R Buttons, and the C-Stick do not vary between controller configurations and will often be referred to directly in the walkthrough.

Move: Use the Control Stick to move Joe around the environment. Joe can move left or right and also crouch or hop by pressing down or up, respectively.

Punch: Joe throws a punch. Throw a punch while pressing down on the Control Stick to land an uppercut.

Kick: Joe kicks at an enemy.

Jump: Joe leaps high into the air. Press a second time to perform a double jump, but online the “Viewtiful” state.

Zoom: Flip the C-Stick (or press the appropriate button) to Zoom in on the action to unleash Joe’s special attacks.

Slow: Press and hold the L Button to slow the motion of everything around Joe. Slow-mo not only allows Joe to build up enormous combos, but can also be used to alter the physics of other objects, as well.

Mach Speed: Press and hold the R Button to run super fast, or to attack at such a speed that multiple images of Joe attack in all directions. Mach Speed is the only way that Joe can break open crates located in the background.

Cancel: Press the Z Button to skip FMV scenes to get back to the gameplay.

Gameplay Modes

The walkthrough is applicable to any difficulty setting, but is based on Adult Mode.

The first thing the player does when starting a game of *Viewtiful Joe* is to select a difficulty setting. Although a total of four gameplay modes exist, the first-time player is given the following two options:

Kids: Begin the game with 10 hearts in the life gauge and five extra lives.

Adult: Begin the game with just five Life hearts and only two Extra Lives.

It is recommended that all players first play the game on Kids Mode before tackling Adult Mode. Neither of these gameplay modes is truly “easy,” but first-timers will have a better chance of earning Viewtiful rankings on Kids Mode. On the other hand, gamers who want a tougher challenge than Kids Mode are sure to find it on Adult Mode.

**LET'S
KEEP IT
G-RATED**

Parents have nothing to worry about concerning the “Adults” label given to the harder difficulty setting, as there is no change in content or subject matter that would make the game inappropriate for children.

Viewtiful Powers

All superheroes have their own unique powers that make them so super, and this is where you can learn about Joe's. Joe is pretty weak at the onset of the game, but he soon learns numerous special

abilities from Captain Blue. Additionally, he can purchase various upgrades to his repertoire that make him a deadly fighting machine.

TIME CONTROL

Joe's most important powers are those that allow him to control the speed at which time progresses. Joe is capable of slowing time, as well as speeding it up. In both instances, it isn't merely time that is altered, but also everything on the screen moves slower or faster.



Slow

Joe's main purpose for slowing down time is to combo multiple enemies into a graceful, but deadly, string of attacks that nets Joe a large X-Bonus (more about this later). There are other reasons to slow down time, though. For starters, as long as Joe is in slow-mo mode, he automatically dodges most incoming attacks. This auto-dodge drains a significant amount of Joe's VFX meter, but it's better than being hit. Another use of the slow-mo power is to solve puzzles and alter the natural physics of things, such as drips of water, rocket thrusters, and flying objects.

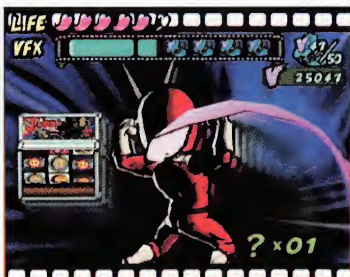


Mach Speed

The other option here is Mach Speed, which makes Joe speed up to the point where he is moving and attacking so fast that multiple images of himself flash across the screen, pummeling everything in their path. Attacking while in Mach Speed is the only way to break open boxes and crates in the background. This isn't the only benefit to Mach Speed, however. Although it will be used from time to time for solving puzzles, attacking an object in Mach Speed gradually leads to Joe being on fire. When on fire, Joe can sprint through flames or cross lava without taking damage. Additionally, attacking enemies while on fire sets them aflame, as well, and adds extra damage to each punch or kick Joe throws.

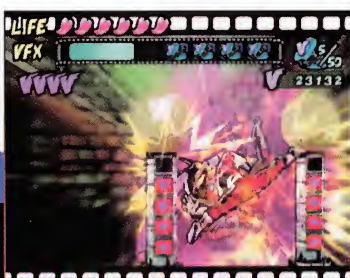
ZOOM IN...

Joe might be the main star of this action film, but he also has a say in what is done behind the camera. Zoom in on the action by flicking the C-Stick to encourage Joe's special attacks that cause extra damage—especially when used while in slow-mo.



...and Punch

For starters, Zooming in on Joe's hulking physique terrifies many of the enemies that he encounters; they'll be too busy shaking in their boots to fight. As if that didn't make things easy enough for Joe, his most powerful attack comes from being Zoomed in. Joe can deliver enormous damage to any foe—especially boss characters—by performing numerous slow-mo punches while Zoomed in. Joe can punch straight through protective auras and break through enemy armor with this amazing attack.



...and Kick

Are there too many enemies closing in too fast to fight them one at a time? If so, it's time to use a zooming kick! Leap into the air, Zoom in, and start kicking (preferably in slow-mo) to have Joe spin in circles while kicking enemies in all directions. Joe can use this special attack against multiple enemies, Harriers, boss characters, anything! It's also perfect for deflecting missiles back to where they came from!

...and Jump

The last of Joe's super-duper Zooming attacks transforms him into a rocket of sorts. By Zooming in before jumping, Joe blasts up into the air (or at an angle) and is encapsulated in a pink protective aura. This Zoom Drill technique is great for breaking through obstacles, as well as launching sneak attacks at airborne enemies that are hard to contain. Similarly, Joe can perform a Zoom Dive by leaping into the air and Zooming in during the descent. The Zoom Dive produces a powerful shockwave that can topple most nearby enemies to the ground.



AIR JOE

Cost: 5,000 V-Points

The Air Joe attack allows Joe to leap into the air and perform eight consecutive punches and kicks without falling back to the ground. This particular attack is useful against high-leaping enemies, such as the Joker or the Bianco-Billy, but it is not as vital as the other special attacks in Joe's arsenal.

SLIDING

Cost: 5,000 V-Points

Sliding allows Joe to skid across the ground and kick enemies that are beyond the range of Joe's standing kick. The Sliding attack is invaluable for building large combos, as it allows Joe to quickly land hits on enemies that may have been too far to get to before his VFX ran out.



RED HOT KICK

Cost: 8,000 V-Points

The Red Hot Kick is a kicking attack that can be performed while coming down from a jump. By kicking downward at an angle, Joe covers large distances quickly and can add an extra enemy to a combo. The Red Hot Kick can be made even more powerful by Zooming in during the descent. This turns Joe into a spinning spear of flame that can burn through almost any enemy!



VIEWTIFUL FOREVER

Cost: 20,000 V-Points

The Viewtiful Forever maneuver is a real life-saver! Although it's not exactly an attack, it allows Joe to regain some of the damage he may have suffered from being attacked. Most times when Joe is hit by an enemy, he'll be knocked backwards onto the ground. By Zooming in at the moment before impact, Joe catches himself from falling, then acrobatically flips himself back onto his feet. Of course timing is everything, and holding the L Button to slow down his fall helps wonders!

UKEMI

Cost: 30,000 V-Points

The Ukemi is an expensive purchase, but it's well worth every V-Point during the later stages of the game. Undoubtedly, there are going to be times when Joe is surrounded by enemies and his auto-dodge kicks in while attacking in slow-mo. The Ukemi is for those times! Zooming in during the auto-dodge makes Joe strike a pose of such magnificence that his incredible screen presence shatters those around him. This may sound corny, but it is truly effective!



WEAPONS OF MINIMAL DESTRUCTION

Voomerang

Cost: 2,000 V-Points for 10 Voomerangs

By holding down the Punch button, Joe can toss a Voomerang at his enemies. The Voomerang isn't especially damaging, but it can be used to knock enemies to the ground, which is helpful when he's surrounded. Using the Voomerang together with slow-mo compounds its effects and makes it a good tool in combat.

Shocking Pink

Cost: 1,5000 V-Points for 10 Shocking Pink bombs

In addition to his punches and kicks, Joe can use a Shocking Pink bomb to blow up enemies. Hold the Kick button down to take out a Shocking Pink, then release the button for Joe to punt it toward the enemies. The blast radius is pretty small, but the damage can be exaggerated by holding down the L Button to watch the explosion in slow-mo.

**NAME
THAT
TUNE!**

Joe whistles a familiar videogame theme song while bouncing the Shocking Pink on his foot. Continue holding the Kick button after he takes out the bomb to hear him whistle the tune to the original *Super Mario Bros.* game!

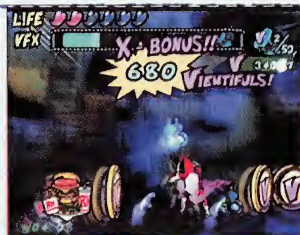
Items

IN THE GAME ENVIRONMENT

Joe discovers the following items during his time in Movie Land. Many of these goodies come in various sizes, so be sure to note the differences.

Viewtifuls

These coins with a purple emblazoned "V" on them translate into V-Points, and help build Joe's total score. They come in three sizes, and are worth the following amounts: 1, 10, and 100 V-Points.



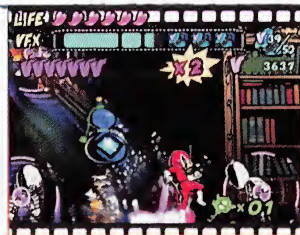
Film Canisters

For every 50 Film Canisters that Joe finds, he gets an extra bar added to his VFX meter. VFX is the special power that allows him to use his special abilities, such as slow-mo and Mach Speed. Film Canisters come in blue, yellow, and red and are worth 1, 5, and 10 Film Canisters, respectively.



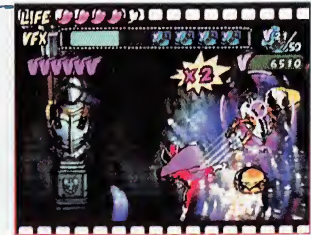
VFX Juice

The key to being a super-hero is a well-balanced diet, and that means drinking plenty of VFX juice. Joe will find many small blue bottles of VFX, which replenish a small amount of VFX, but the larger ones, albeit more rare, fill a larger portion of Joe's VFX meter. The rarest bottles of all are the red ones, which not only fill the VFX meter completely, but also provide roughly 30 seconds of unlimited VFX.



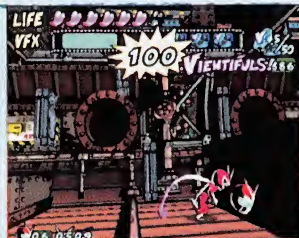
Cheeseburgers

So much for that well-balanced diet! Joe's favorite treats are Cheeseburgers, and it is through the frequent consumption of these greasy snacks that our hero regains lost health. There are three meal sizes in Movie Land, and each has a different impact on Joe's life gauge. A simple Cheeseburger restores one heart, a Cheeseburger & Soda restore three hearts, and a "Full Meal" consisting of a Cheeseburger, Soda, and Fries replenishes five hearts.



L.I.V.

These are the rarest items of all, and add one extra life to Joe's count. Finding an L.I.V. is cheaper than buying one at the store, and every single one of them helps Joe stay on track to save Silvia.



Remote Control

Defeated enemies occasionally yield this red controller as part of a combo. Grab one, and a series of orange lightning bolts temporarily shocks nearby enemies. This often knocks an enemy or two to the ground, but don't expect it to save Joe's hide if things turn south!



AT THE SHOP



Joe has the opportunity to spend his hard-earned V-Points during intermissions and between episodes. The shop contains numerous items and abilities, many of which cannot be found anywhere else! Be sure to pay attention to the power-up strategies provided throughout our walk-through. An untimely purchase could prevent Joe from earning the V-Points he needs later in the game, so spend those V-Points wisely. The following table contains a listing of the items for sale at the shop:

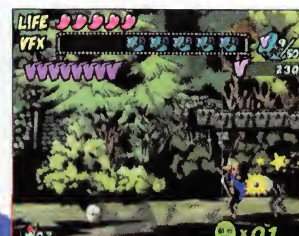
Item	Price	Description
Cheeseburger	1,000	Restores one life in the life gauge.
Shocking Pink	1,500	Produces bombs from out of thin air, and sends them flying with a kick!
Voomerang	2,000	A smooth move that lets you use the V-Emblem like a boomerang.
Sliding	5,000	Skid along the ground and kick. A slick move.
Air Joe	5,000	A beautiful flying punch-kick combo attack.
Red Hot Kick	8,000	Kick downward through the air at a fiery angle.
Mach Speed (Level 2)	10,000	Up to four Joes appear and move at Mach Speed.
Mach Speed (Level 3)	20,000	Up to six Joes appear and move at Mach Speed.
Viewtiful Forever	20,000	Strike a pose that's just too cool, and damage all enemies on the screen; a killer technique.
Ukemi	30,000	When hit, react to the fall and reduce damage to a minimum.
VFX Turbo Charger	30,000	Double the rate of recovery of Joe's VFX gauge.
Life	Varies	Life gauge goes up one.
Take Two	10,000	Even if all of Joe's lives are gone, restart from the point where he died.
L.I.V.	Varies	Short for "Life is Viewtiful." Joe gets one more life.

Scoring 101

The "Scoring System" chapter details all there is to know about the requirements for each scene and episode ranking, along with their respective bonuses, but this is where to go for info on racking up high V-Point scores! There are essentially two types of combos in *Viewtiful Joe*: Viewtiful Combos and X-Bonuses.

VIEWTIFUL COMBOS

Whenever Joe is in his normal state and unable to alter the speed of time, he must rely on these lesser combos. If he strikes an enemy, dodges an attack, or breaks open a box or crate, a purple "V" appears. These V-Marks begin to accumulate on the upper left-hand side of the screen. V-Marks can be accumulated throughout the duration of a fight, until Joe either walks away or is hit. Each V-Mark is worth 10 V-Points and is transferred to Joe's point total once the combo is over. Viewtiful Combos help Joe increase his point total, but not in a major way.



X-BONUSES

This is where the real points are. Once an enemy has been confused, Joe can press and hold the L Button to begin an X-Bonus combo. When he strikes the confused foe, targeting reticules appear over all enemies and Joe is capable—so long as the L Button is held—of knocking out each one of them with a single blow. For every hit during this time, the X-Bonus multiplier increases by one. Also, V-Marks are awarded for every attack and continue to be awarded from the hit enemy until it has been destroyed.



Once Joe releases the L Button or runs out of VFX (or enemies to hit), the V-Marks are tallied up and multiplied by the X-Bonus multiplier. By linking multiple enemies together into a single combo, Joe can transform a Viewtiful Combo worth hundreds of V-Points into one worth thousands!



Scoring Big

Earning X-Bonuses worth 9,999 points or more is possible, but not by simply holding the L Button down and punching and kicking every enemy in sight. You must be aware of each enemy's location, the trajectory of their attacks, and how to earn the most V-Marks while working for a large X-Bonus!

Rack up the V-Points! The first step is to amass several V-Marks before initiating the combo. Resist the urge to switch to slow-mo immediately after dodging the first attack. Enemies usually attack in groups, so take advantage of the Viewtiful Combo before pressing the L Button. Dodge a few enemies and smack each of them around to earn a few V-Marks first. This way, there will be more points for the multipliers to impact!

Don't bump! Once the combo has been started, avoid knocking one enemy into another. Enemies often line up front to back, so be sure to uppercut the lead enemy into the air so that Joe can get to the ones behind him. Remember, Joe must actually hit the enemy to increase the multiplier. Study the trajectory of each attack, and use the right one for the situation—the goal is to hit each enemy cleanly.

Collect VFX! Joe can continue his combo by gathering the VFX bottles that fallen foes yield. Be sure to collect them throughout the battle to keep the combo going for as long as possible.

Use your environment! Many of the enemies on Adult Mode (or V-Rated or Ultra V-Rated) require multiple hits before being destroyed. Avoid knocking these enemies high into the air or punching them across the room. Instead, punch or kick them into a nearby wall or an overhead platform. This keeps them nearby, and makes it easier for Joe to land extra hits before the VFX meter empties.

SCORING SYSTEM



Each episode in Viewtiful Joe is composed of numerous scenes, ranging from battles against other cast members to solving puzzles to quickly finishing a timed event. During each of these scenes, Joe's performance is evaluated on three separate categories: V-Points, defense, and time. Each scene has strict grading guidelines that dictate Joe's rank and resulting bonuses.

Making the Grade

V-POINT

Joe is awarded V-Points for every bit of destruction he causes, whether he's punching a Bianky, busting a chandelier, or smashing open a crate. These V-Points aren't only necessary for purchasing valuable power-ups and extra lives, but also help Joe earn higher rankings, which in turn, garner him more V-Points. Joe must use the methods outlined in the "Hero's Basics" chapter to gain as many V-Points as possible if he hopes to achieve a Viewtiful ranking.

V-Point Ranking Scale

Rank	% of V-Point Requirement
Viewtiful!	100%
Awesome!	80-99%
Baaad!	60-79%
Crappy!	40-59%
D'oh!	0-39%

DEFENSE

Defense is a measure of Joe's ability to complete a scene without suffering any damage. This not only means escaping enemy attacks, but also managing to survive pools of lava, thorny plants, and numerous booby traps, as well. Joe is rewarded for staying healthy, eliminating the need to purchase additional L.I.V.s.

Defense Ranking Scale

Rank	No. of Times Joe Takes Damage
Viewtiful!	0
Awesome!	1-2
Baaad!	3-5
Crappy!	6-10
D'oh!	>11

TIME

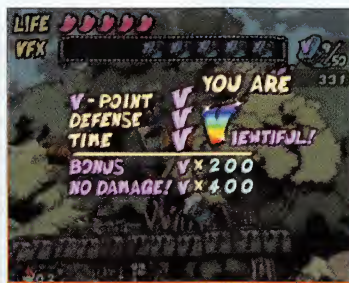
Joe is on the clock from the moment the scene begins to the moment he completes the objective. Each scene must be completed in a timely manner to earn high marks.

V-Point Ranking Scale

Rank	% Exceeding Time Requirement
Viewtiful!	0%
Awesome!	1-20%
Baaad!	21-40%
Crappy!	41-60%
D'oh!	>61%

Scene Bonuses

Joe receives additional points at the conclusion of each scene, depending on his performance. In addition to the bonus associated with the scene rank, Joe can get a special "No Damage" bonus for completing the scene without suffering any loss of health, whether it be from an enemy or the environment.



Scene Grade	Bonus
Viewtiful!	200
Awesome!	120
Baad!	60
Crappy!	40
D'oh!	20
No Damage!	400

Episode Ranking Requirements

The following tables show the V-Point and time requirements for each and every scene that Joe will encounter. Note that the requirements vary slightly between difficulty settings. Defense ratings are based solely on the table shown earlier and do not differ from scene to scene. The numbers in this table represent the necessary V-Point and Time (seconds) requirements to earn a Viewtiful ranking.

EPISODE 1:

JOE THE HERO

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	200/30	250/20	300/20	300/30
2	250/30	300/25	350/25	350/38
3	10/50	10/30	10/30	10/45
4	2000/70	2200/40	2200/40	2200/60
5	600/60	650/40	800/50	800/75
6	300/70	400/55	700/100	700/150
7	1000/90	1200/60	2000/120	2000/180
8	400/80	500/50	500/50	500/75
9	40/40	50/20	50/30	50/65
10	50/50	70/30	100/30	100/45
11	30/15	100/15	120/15	120/23
12	50/15	100/15	150/15	150/23
13	150/80	180/50	250/50	250/75

EPISODE 2:

SOME LIKE IT RED HOT

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	1600/70	1800/50	2700/200	2700/300
2	200/40	300/20	450/60	450/90
3	100/80	140/40	200/50	200/75
4	400/100	600/80	600/100	600/150
5	3000/150	3400/120	3000/200	3000/300
6	700/60	900/50	1500/100	1500/150
7	700/70	1000/60	1000/60	1000/90
8	0/35	10/15	10/15	10/23
9	1800/160	1800/100	1300/100	1300/150
10	800/110	1000/90	1500/100	1500/150
11	7000/220	7000/200	7000/200	7000/300
12	3000/200	3000/180	4200/200	4200/300
13	6500/220	6500/200	7000/240	7000/360
14	500/90	900/90	1000/150	1000/225

EPISODE 3:

2,000,000 LEAGUES UNDER THE SEA

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	3300/250	3300/250	3500/300	3500/450
2	2000/140	2000/120	2700/200	2700/300
3	650/60	650/40	1000/80	1000/120
4	500/80	900/40	2000/50	2000/75
5	200/80	600/80	900/100	900/150
6	2800/100	2800/80	2800/90	2800/135
7	3000/300	3800/300	6000/300	6000/450
8	400/150	600/120	1000/150	1000/225

EPISODE 5:

MIDNIGHT THUNDER BOY

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	380/80	380/50	550/65	550/98
2	2000/130	2000/120	2000/100	2000/150
3	50/150	70/100	100/110	100/165
4	2500/120	3000/100	3000/100	3000/150
5	3000/200	3000/180	5000/300	5000/450
6	2400/110	2400/110	4500/180	4500/270
7	4000/350	4000/300	7000/400	7000/600
8	200/310	200/250	500/300	500/450

EPISODE 4:

THE VIEWTIFUL ESCAPE

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	40/100	40/50	40/50	40/75
2	200/30	200/25	200/25	200/38
3	1200/220	1500/180	1500/180	1500/270
4	400/45	600/45	1000/80	1000/120
5	600/200	900/200	900/220	900/330
6	80/120	100/100	100/140	100/210

EPISODE 6:

THE MAGNIFICENT 5

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	200/200	200/150	500/220	500/330
2	1000/200	1400/150	1800/200	1800/300
3	3000/250	3000/180	4000/300	4000/450
4	4000/300	5000/300	6000/300	6000/450
5	100/300	120/300	200/500	200/750

EPISODE 7:

JOE & SILVIA

Scene	Kids	Adult	V-Rated	Ultra V-Rated
1	7500/300	7500/140	7500/140	7500/210
2	2500/250	3200/200	3200/240	3200/360
3	2400/120	2400/100	2400/140	2400/210
4	500/250	8000/220	9000/270	9000/405
5	100/250	1200/200	1200/260	1200/390
6	500/230	500/160	700/200	700/300
7	1000/100	1600/100	1800/100	1800/150
8	1200/140	1500/120	2400/120	2400/180
9	600/100	800/100	1000/100	1000/150
10	200/120	200/80	650/150	650/225
11	2000/400	2000/250	2500/300	2500/450
12	350/300	350/150	350/200	350/300



Episode Bonuses

Joe doesn't just earn bonus points at the conclusion of each scene, he also gains them at the end of each episode. Although the episode bonus is independent of Joe's ranking, he is given a final episode rank based on his performance throughout each of the scenes. This final ranking is determined by calculating an average numerical grade for the episode. Each ranking is given a point value, and then an average is calculated to determine the overall episode grade. Consult the following tables to see how this is done.



Rank	Point Value
Viewtiful!	0
Awesome!	1
Baaad!	2
Crappy!	3
D'oh!	4

Point Average	Episode Ranking
0.00-0.49	Viewtiful!
0.50-1.49	Awesome!
1.50-2.49	Baaad!
2.50-3.49	Crappy!
3.50-4.00	D'oh!

The episode grades don't necessarily impact the bonus awarded at the end of each episode, but the final end-of-game screen reports each of these grades—earning all Viewtiful rankings means hefty bragging rights! Nevertheless, finding all of the Film Canisters and getting Viewtiful rankings for each and every scene does net Joe some extra points. The following table shows how large of a bonus Joe can expect at the conclusion of each episode. This information is great for planning shopping sprees!



Criteria	Bonus
Episode 1	3000
Episode 2	4000
Episode 3	5000
Episode 4	6000
Episode 5	7000
Episode 6	8000
Episode 7	10000
All Viewtiful	3000
All Film Canisters	3000 points

THE BAD GUYS OF MOVIE LAND



Unbeknownst to Joe, each of the scenes in his new feature film call for a host of evildoers that try to thwart his rescue attempt. These maniacal monstrosities attack in large groups and stop at nothing to put an end to Joe's heroic crusade. The good news is that these bad guys and gals aren't the smartest enemies to ever grace the silver screen, and each has a weakness that can be exploited.

COMBO TIME

Many of the enemies in *Viewtiful Joe* can be left dazed and confused, then subsequently used to initiate a combo for an X-Bonus. In addition to the enemy descriptions, be sure to note the ways in which each baddie can be incorporated into a combo—some enemies are great for starting a combo, whereas others are perfect for finishing one. All combo tips and tactics provided in this chapter are for the Adult difficulty setting.

Meet the Biankies

BIANKY



How to Combo: The Bianky becomes confused after just one of their attacks has been dodged. Enter Slow mode and hit the dazed Bianky to initiate the combo. The Bianky is the easiest enemy to start a combo with.

Combo Hits: The Bianky falls after a single hit when in a combo.

The Bianky is the lowest level enemy that Joe encounters, and is not much of a threat except when our hero is surrounded by them. Biankies commonly attack in groups of two or more, and try to attack Joe from the front and rear simultaneously. Their limited pair of attacks (either a punch or kick) can be easily dodged by identifying the target location (the red skull) and ducking or leaping appropriately. Of course, if two happen to unleash simultaneous high and low attacks, things can get a bit tougher for Joe. In these situations, it's best to leap high into the air and try to separate them.

BIANKY-PRIMA



How to Combo: The Bianky-Prima can be used to initiate a combo the same way as a regular Bianky.

Combo Hits: The Bianky-Prima can be hit twice during a combo, so long as it hasn't been weakened previously.

Don't be fooled by the gracefulness of the Bianky-Prima! Sure, these would-be ballerinas wear tutus and twirl on their toes with the greatest of ease, but all of that spinning is closely followed by a not-so-dainty punch or kick. Joe can't land a hit while a Bianky-Prima is spinning unless he uses his VFX powers to slow time, but it's best not to waste the VFX on these enemies at all. Although they spin at a high velocity, they broadcast the location of their attack early enough so that there's plenty of time to dodge it without slowing down their movement.

BIANCO BILLY



How to Combo: This gunslingin' member of the Bianky family can be left stunned and used to start a combo if hit with his own bullet.

Combo Hits: Rush toward the downed Bianco Billy and punch him twice to boost the X-Bonus by two.

Bianco Billy isn't just the tallest member of the Bianky family, but he's also the only one to sport a pair of revolvers. This menace to all things Viewtiful relies on his guns in battle, but despite his quick draw, he can't help but reveal his intentions by spinning the guns before firing them. Joe needs to stand his ground a few paces away from Bianco Billy, and wait for the guns to start twirling. Joe can use his VFX powers to slow time and punch the bullets right back at the sharpshooter. This tactic even works when Bianco Billy fires his guns from an airborne position. Rush underneath him—but not directly below him—and upper-cut the bullet as it approaches.

BIANKY-BOXER



How to Combo: The Bianky-Boxer can be used to start a combo in the same manner as a regular Bianky.

Combo Hits: 2

Bianky-Boxers fight with spiked boxing gloves on their fists, but that doesn't make them any more hurtful than the regular Bianky. They do, however, like to throw more punches than their bare-fisted brethren. What makes the Bianky-Boxers more dangerous is that they don't stay confused as long as others in the Bianky family. They regain their senses and try to land another punch much sooner than most other enemies.

BIANKY-SAILOR



How to Combo: The Bianky-Sailor can be used to start a combo just like the normal Bianky.

Combo Hits: 1

The Bianky-Sailor is strikingly similar to the standard Bianky. It might be dressed for the seven seas, but it attacks Joe in a very predictable fashion... most of the time. Occasionally the Bianky-Sailor unleashes a surprise roundhouse kick that can catch Joe off guard, but this is somewhat rare. Either way, so long as Joe manages to dodge one of the Bianky-Sailor's attacks, he'll be able to slow down the action and start a combo.

DIVER BIANKY

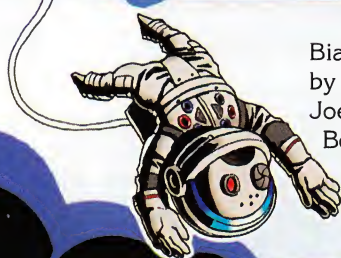


How to Combo: Diver Biankies can be used to initiate a combo in the same manner as the Bianky they resemble.

Combo Hits: varies

The Diver Bianky is the underwater equivalent of the standard Bianky, and should not be feared just because they have snorkels protruding from their mouths. That's not to say they shouldn't be approached with care. What makes the Diver Bianky unique is that they won't always broadcast their upcoming attack. Joe must expect them to occasionally make a running kick at him without the benefit of a skull mark.

APOLLO BIANKY



How to Combo: Apollo Biankies can be used to initiate a combo in the same manner as the Bianky they resemble.

Combo Hits: varies

Biankies in space! When Joe finally reaches the space station in Episode 7, he'll be met by a host of Biankies all wearing space suits. They might have a bulky space suit on, but Joe can still identify which type of Bianky they are by their behavior (or in the Bianky-Boxer's case, the spiked gloves). Treat them just like any other Bianky.

Bye-Bye, Verdy

VERDY-CHOPPER



How to Combo: Once on the ground, the Verdy-Chopper behaves exactly like a Bianky, and can be used to start a combo after dodging one attack.

Combo Hits: The Verdy-Chopper is not a terribly strong enemy, and is defeated after just one hit during a combo.

The Verdy-Chopper is an airborne member of the opposition that relies on a backpack helicopter to stay up and away from Joe. It's important to slow down the motion of their rotors as soon as they appear in order to ground them. Although they return to the air if given the chance, once on the ground, the Verdy-Chopper fights just like a Bianky and can be easily dismissed. If they remain in the air for a considerable amount of time, they begin to drop large green bombs. These explosives can be avoided by standing in the gaps between them, but it is best to never allow them to start falling in the first place.

VERDY-JET



How to Combo: The Verdy-Jet can be used to initiate a combo once it has been grounded. Dodge its attack, then press the L Button to start the combo in slow-mo.

Combo Hits: 1

Verdy-Jets are similar to Verdy-Choppers, but they have rocket packs on their backs to keep them airborne. They are much harder to bring out of the skies by just enacting Joe's slow-mo powers, so it is typically best to leap into the air and punch or kick them out of the sky. Their other difference is that they fire homing missiles at Joe, and often fly into the foreground where they are virtually untouchable. The best bet for Joe, once the missiles start flying, is to leap into the air, Zoom in, and start spin kicking while using the VFX powers to keep things moving slow. This knocks the missiles back at the Verdy-Jets as the slow-mo effects exaggerate the explosions.

Leaders of the Pack

RED LEADER



How to Combo: The most efficient way to combo the Red Leader is to dodge their sword slash, then immediately press the L Button and punch or kick them to start the combo. The window of opportunity is very small, so Joe must act quickly.

Combo Hits: 3

Red Leaders are skilled swordsmen who also have a surprising toughness that helps keep them in the fight when other enemies would have already been beaten. Not only do the Red Leaders attack swiftly with their swords, but they also do not become confused by Joe's evasive techniques. Joe can combo Red Leaders by either punching and kicking them into submission, or by quickly counterattacking after dodging one of their sword strikes. What truly makes Red Leaders stand out from lesser baddies is their ability to summon a barrage of swords and guide them through the air toward Joe. The swords are often aligned in a way that makes them very difficult to dodge, so slowing down their motion and spin kicking them back at the Red Leaders is often the best way to handle them.

BLACK LEADER



How to Combo: The quickest way to launch a Black Leader into a combo is to dodge his sword jab, then immediately switch to slow-mo while punching him.

Combo Hits: 4

The Black Leader is a stronger, faster, and better skilled version of the Red Leader. In addition to mimicking all of the attacks that the Red Leader can do, the Black Leader also has a lightning-quick sword jab that he uses in rapid succession. The serrated edge of his sword, when combined with this move, allows him to effectively saw his victim to death—Joe must not get cornered by a Black Leader or it will be all over.

The Cromarty Gang

CROMARTY

How to Combo: Joe must dodge four lightning-quick attacks in order to confuse the Cromarty and initiate a combo.

Combo Hits: 3

The Cromarty is the ninja of Movie Land, and is capable of unleashing a series of quick attacks that can be difficult to dodge—they're nearly impossible to avoid when surrounded by two Cromarty who attack together. The key to efficiently defeating the Cromarty is to either initiate a combo with a lesser enemy, or to isolate a Cromarty and dodge his four attacks in quick succession to confuse him. There are four patterns of attack to watch for, and they can be identified after the first two attacks. Here they are:

High, Low, High, Low
Low, High, Low, High

Low, Low, High, Low
High, High, Low, High

CROMARTY-BAZOOKA

How to Combo: Move in close enough so that they drop their weapon, then dodge their four attacks to confuse them.

Combo Hits: 3



The Cromarty-Bazooka carries an enormous gun that fires an even bigger shell! Joe can punch the bazooka blast back at the Cromarty while using his slow-mo powers, but it's often best to rush forward and force the Cromarty into standard hand-to-hand combat.

CROMARTY-GRENADE

How to Combo: Move in close enough so that they drop their weapon, then dodge their four attacks to confuse them.

Combo Hits: 3

The Cromarty-Grenade is just like his bazooka-toting sibling, but the grenades that he fires are much smaller and don't have the range of the bazooka. Nevertheless, they can be deadly if our hero is blindsided by one. Joe is advised to rush toward the Cromarty-Grenade to lure him into fighting without his weapon. That way, Joe can dodge his attacks and use him to start a combo.

CROMARTY-SURFER

How to Combo: Joe only encounters the Cromarty-Surfers while riding the Six Machine, and cannot hit them into a combo at that time.

Combo Hits: N/A



Cromarty-Surfers fly through the skies on jet-powered surfboards. Joe encounters these baddies while he's riding his Six Machine, and he should immediately blow them right off their boards. Although the Cromarty-Surfers either have a bazooka or grenade launcher with them, Joe is safe from danger as long as he remains in a bomb-dropping position above them.

Partners in Crime

JOKER

How to Combo: Joe must land multiple consecutive hits on the Joker to essentially beat him into a combo.

Combo Hits: Varies



The Joker is very much like a mini-boss character, and Joe encounters one whenever a slot machine appears. The Joker is an embodiment of all the fighting styles of the core group of Biankies. This foe uses a gun just like the Bianco-Billy, it twirls like a twister much like the Bianky-Prima, and it also punches and kicks like, well, every other enemy. This assortment of attacks makes the Joker a formidable opponent, but its insane speed and ability to momentarily vanish are what make it so difficult to defeat. Finally, the Joker has a supply of tokens that it occasionally tosses into the slot machine to make an array of bombs fall from the ceiling.



Joe faces Jokers of various strengths throughout his seven episodes. Specific strategies for each Joker incarnation are provided in the main walkthrough section of this guide.

ROSETTA

How to Combo: The Rosetta can be beaten into a combo, but it rarely happens. It's best to start a combo with another enemy, then continue it into the Rosetta.

Combo Hits: 3



The Rosetta is a female martial arts expert with a protective aura around her that keeps her safe from Joe's initial attacks. The Rosetta attacks with very quick kicks, and can also leap into the air and let loose an electric shock attack that delivers extra damage. Since the Rosetta can be so dangerous, and often attacks in pairs, it's best to go on the offensive as soon as one appears. Joe should rush toward the Rosetta, then Zoom in and slow punch her until she's broken and defeated.

GELBY

How to Combo: Start a combo with another enemy and continue holding the L Button down to use the Gelby for the X-Bonus.

Combo Hits: 3



The Gelby resembles a baseball catcher, and is a tough opponent to face—both from afar and up close. For starters, the Gelby lobs a baseball-like projectile at Joe when he is too far away for a melee attack. The best way to deal with the Gelby is to approach him closely and watch to see which of his two melee attacks he serves up. Since the Gelby's only weakness is his backside, Joe must make the Gelby lose track of his position. Watch for the Gelby to rear back with his right-hand for a mighty punch, then quickly leap over his head in slow-mo. The Gelby will be confused, allowing Joe to Zoom and punch him to destroy this enemy. The Gelby's other attack is a spinning leap that he prefaces by beating his chest. Joe needs only duck this attack to avoid it.



JOE THE HERO

The night will fall...
...the ritual will begin.



EPISODE 1:

JOE THE HERO



EPISODE SUMMARY

Seeking a relaxing afternoon with his girlfriend, Joe takes Silvia to the local theatre to see an old "Captain Blue" film. Bored by the movie, Silvia seeks to create some action of her own by pouncing on her date. Despite his pleas to watch the movie undisturbed, Silvia causes Joe to miss the film's climactic moment. And then something strange occurs...

As if seeing his hero fall in battle wasn't hard enough for Joe, the film's villain reaches out of the screen and kidnaps Silvia! Captain Blue knows his time as an action hero is up and sends his trusty Six Machine through the screen to bring Joe to Movie Land.

Joe must learn the ways of the action hero and unleash his inner hero-ness if he ever hopes to see Silvia again. Captain Blue entrusts Joe with the powerful V-Watch and immediately starts Joe in his training. After all, saving the girl isn't as easy as it looks in the movies!

Power-Up Strategy: Joe must concentrate on saving all of his V-Points so he can purchase the VFX Turbo Charger as soon as possible. Avoid purchasing any special attacks or other expensive upgrades.

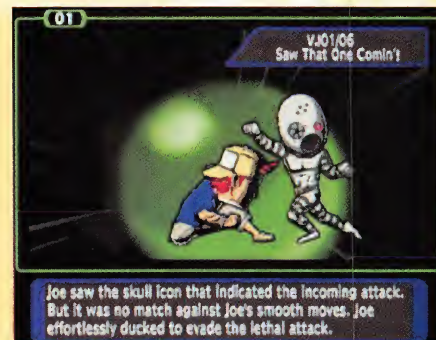
Scene Total: 13

Save Point Location: Following Scene 8.

TRAINING SESSION 1

Before he can get Viewtiful, this would-be hero must prove himself as a regular Joe. The first training lesson instructs Joe on dodging enemy punches and kicks. By quickly identifying whether the attack is high or low (indicated by the red skull targeting icon that appears), Joe can duck or leap over the attack. Successfully evading an attack renders the enemy confused and susceptible to counterattacks. Some enemies are harder to confuse than others, so be sure to check out "The Bad Guys of Movie Land" chapter for tips!

Saw That One Comin': A Bianky appears and throws a punch toward Joe's head. Press Down on the Control Stick to duck underneath the attack.

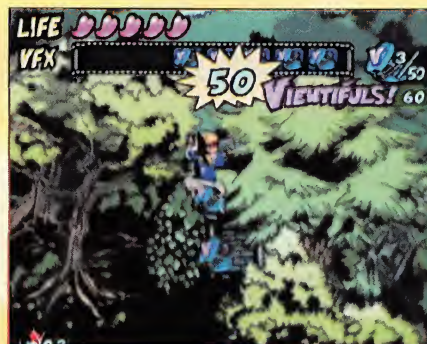


Footloose Joe: The enemy next attempts to kick Joe in the shins. Press Up on the Control Stick when the skull icon appears to leap into the air.



Now that the enemy has been confused, Joe can destroy it with a flurry of punches and kicks. Press the Z Button to end the training session once you're comfortable with dodging enemy attacks.

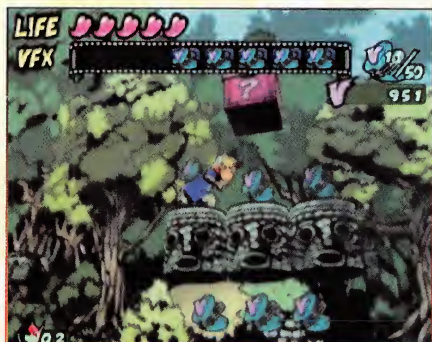
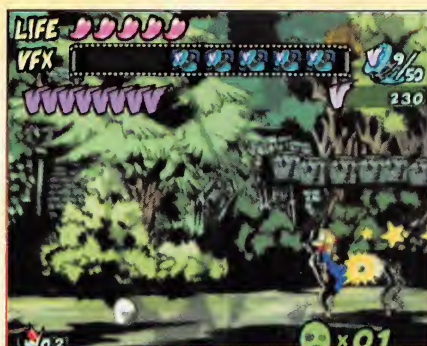
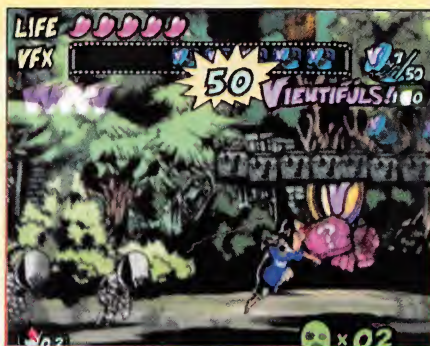
With his first lesson behind him, Joe is ready to embark on his fantastical journey through Movie Land. Armed with only a watch he doesn't know how to use and his desire to see Silvia again, he begins by advancing to the right. Just as Joe leaps into the air to collect the five Film Canisters, he is thrust into his first scene as an action hero.



SCENE ONE

Remain on the ground and wait for the Bianky to approach. Dodge the first attack and leave the Bianky confused while the other enemies approach. Confuse a second Bianky, and then immediately begin punching and kicking the dazed foes. Be sure to destroy the large pink box on the ground, then jump up to grab the Viewtifuls that appear before defeating the third and final Bianky.

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Bianky x3	250/20



Should his first scene leave him hungry for Life, Joe can find a tasty Burger inside each of the orange boxes hovering above the ground. Joe avoids the spiky trap on the floor in a single bound and continues his eastward jaunt. Joe leaps off the top of the floating pink box to collect another four Film Canisters and confronts two stray Bianky as he lands.

SCENE TWO

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Bianky x3, Bianky-Prima x1	300/25

A pair of Bianky attack on the ground and a third Bianky and a Bianky-Prima enter the fray once the first two have been destroyed. Keep the battle on the ground by not uppercutting any of the enemies onto the upper platform. The Bianky-Prima cannot be hit while it's spinning, so be sure to dodge its attack and counter it to destroy it.

Joe's next lesson is close at hand. Captain Blue is just beyond the Film Canisters, and he's ready to provide Joe with some valuable information.

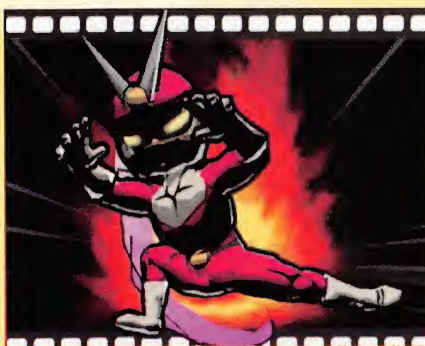
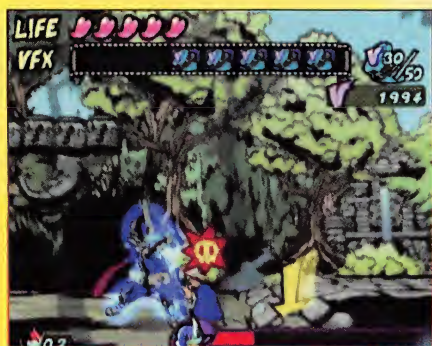
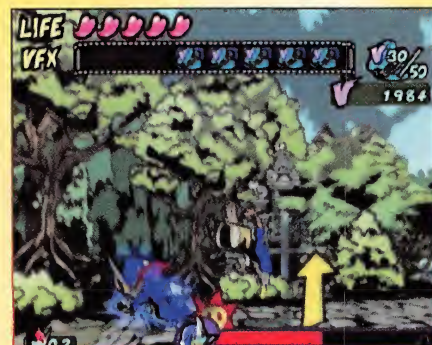
SCENE THREE

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Training	Prove yourself to Captain Blue (500 HP)	10/30

Before Joe can learn the ways of the superhero, he must first prove himself in battle by defeating Captain Blue. Captain Blue doesn't necessarily want to destroy Joe, but he has to make sure that Joe is worthy of what he has to teach him. Approach Captain Blue and watch carefully to see whether he is going to attack low or high. Dodge the attack accordingly and quickly counterattack with punches and kicks—Captain Blue will not become confused, so don't hesitate.

IT WON'T HURT A BIT

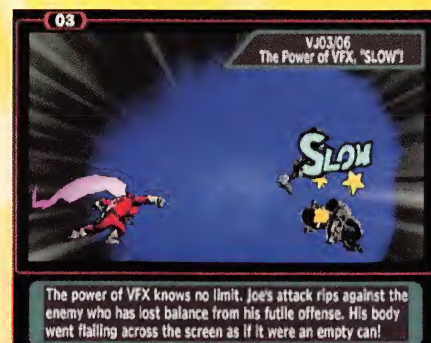
Captain Blue isn't trying to defeat Joe in this lesson; he's simply testing Joe's combat skills. Getting hit by Captain Blue counts against Joe's Defense rating after the scene ends, but he won't actually suffer damage.



Joe has proven that he can handle himself in battle against an unpredictable adversary, and he is handsomely rewarded. Captain Blue teaches the young hero the secret word "Henshin" and a new breed of hero is born—Viewtiful Joe is on the prowl! My what a pretty cape he has!

TRAINING SESSION 2

The Power of VFX, "Slow"!: Press the L Button to slow down time via Joe's special Viewtiful Effects (VFX). This gives Joe the ability to punch or kick the fast-spinning Bianky-Prima. Joe can use his time-controlling powers to more easily avoid the Bianky-Prima attack. Hold the L Button to slow the spinning, then watch for the incoming attack and dodge it by tapping Down on the Control Stick. Although Joe doesn't need to use his VFX powers to confuse the Bianky-Prima, he can use his ability to control time to chain multiple enemies together for a multiplier that helps earn him very high V-Point scores. These combos are the only way Joe can score enough V-Points to earn Viewtiful rankings!

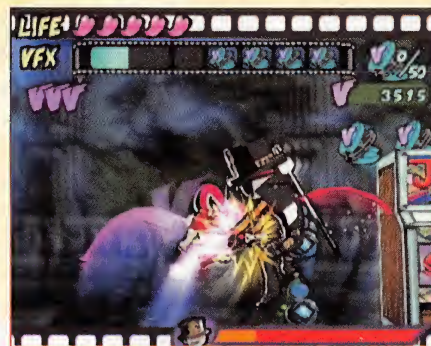


Armed with new special powers that allow him to control the very movement of time, our hero pushes on deeper into the wooded ruins of Movie Land. Joe is surprised by several enemies as he rounds a bend in the woods, but is pleased at the opportunity to practice his new combo maneuver, and uses it to earn numerous V-Points. There are also enough Film Canisters in this area to net Joe his first VFX upgrade. His powers are growing by the minute!

SCENE FOUR

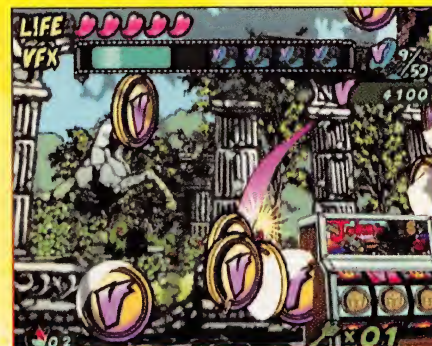
To unlock the door to the castle, Joe must first obtain the key from the slot machine—and that means he must first defeat the Joker that rules over this device. The Joker moves significantly faster than the other enemies Joe has encountered, but he can be bested in one of two ways. It's possible to stay near the Joker at all times and constantly punch and kick him while using the powers of VFX. This is an effective way of destroy- ing the Joker quickly

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Key	Get the key from the slot machine.	2200/40



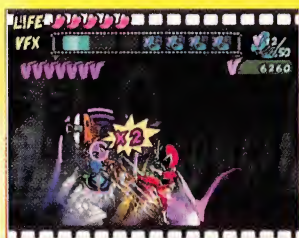
The other method is very similar to the tactic Joe implements to defeat the Biankies. Stand next to the Joker and wait for him to make a move, then dodge his attempted attack. When he's done spinning, immediately slow down time and kick him. Chase after him and unleash a barrage of attacks to dwindle his health down even further. Joe can even pin the Joker against the slot machine long enough to destroy him with a series of bone crushing blows to the body!

Once the battle is won, Joe receives a poker chip that he can use to gain control over the slot machine. Collect the Film Canisters high above the ground on the right by leaping off the stone ledge, and then approach the slot machine. Slow down time to better view the images on the wheels, and punch the machine to stop it. Stop the slot machine with three coins showing to earn 2,000 V-Points, then stop it with three "V's" showing to get the key required to open the door.



The VFX is VIP

Since one of the criteria for Joe's end-of-scene rankings is time, he must know how to effectively use his limited amount of VFX. Watch the meter closely when slowing time and release the L Button just before the meter drains completely. This leaves Joe in "Viewtiful" mode while the meter recharges, making it possible to still use his super powers. On the other hand, if Joe runs out of VFX completely, he is reduced to his normal self and will be without his special powers until the first block of the VFX meter is completely filled. It's important to remember that Joe isn't just weaker in his blue T-shirt; he can't even double jump!

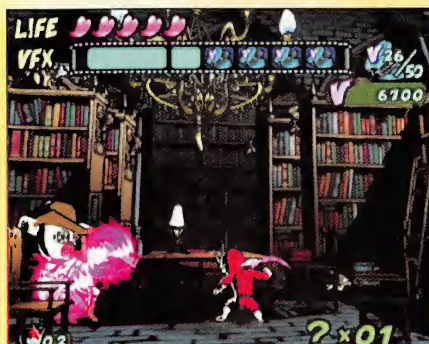


Things certainly get spooky for Joe once he enters the castle. He not only faces a host of fiendish Biankies, but this creepy castle also contains a series of axe swinging armor statues. Joe must gather the Film Canisters from atop the chandeliers and use his powers of time control against the opposition to increase his stash of V-Points. Slowing time also enables Joe to destroy the possessed statues to gain even more juicy Burgers. Free of time constraints, Joe clears out the entryway before advancing to the library.

SCENE FIVE

Bianco Billy is an opponent worthy of Joe's respect. Stand several steps away from this gunslinger and watch for him to begin twirling his twin revolvers. Immediately press the L Button to slow down his movements and punch the bullet back at him. If done properly, this will knock Bianco Billy to the ground, rendering him confused and vulnerable to attack.

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Raise bookshelf to access door behind it.	650/40

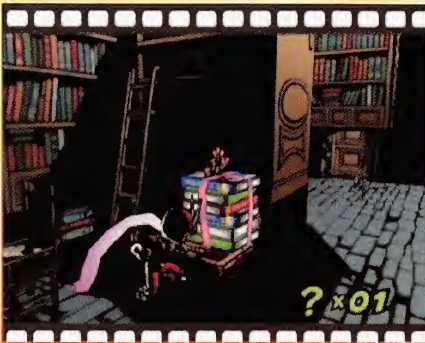


Up, Up, and Away!

Be sure to double jump off of the chandelier to get the Film Canisters high above the ground as soon as Joe enters this room. Hitting an enemy with an uppercut will likely cause it to crash into the chandelier and destroy this makeshift platform. Should this happen, be sure to uppercut a Bianky into the Film Canisters above or else they'll remain forever out of Joe's reach.

Bianco-Billy also has two other attacks that Joe must watch out for. He sometimes leaps straight into the air and spins around in circles, firing his guns off in multiple directions. Rush toward him and stand on the ground below him, but not *directly* below him. Slow down time and uppercut the bullet that is fired straight down toward the ground. This is another effective way of confusing him. His other attack is an angled downward kick, much like that of the Joker. This is also best avoided.

Four Biankies enter the library from behind the bookcases as soon as Bianco-Billy has been defeated. Jump between them so there are two on each side, and dodge the attacks of the two nearest Joe. Once they are both confused, punch them a couple of times to score some V's, and then take on a third Bianky. When the third Bianky has been confused, begin the combo by holding the L Button down and attacking each of the enemies.



Once the last of the enemies has been defeated, a special bundle of books appears. Stand to the left of the books, and knock them onto the large button to the right with a series of punches. The weight of the books depresses the button, which then raises a bookcase high into the air. Jump onto the elevated bookcase to reach the Film Canisters above it, and then pass through the door below to enter the castle's main dining room.

All of that fighting sure worked up Joe's appetite. It's time to head into the dining room to see what the master of the house has prepared for this cape-wearing guest of honor!

SCENE SIX

Two pairs of Verdy-Choppers appear while Joe is running across this lengthy dining table. Given enough time, they will fly high into the air and begin carpet bombing the room—avoid this situation at all costs! Run to the right and leap into the air the instant the first pair of hovering enemies appear. Slow time to make their propellers spin slower. This forces them down onto the table where Joe can duke it out with them. Verdy-Choppers fight just like simple Biankies once on the ground, so confuse them, then combo the pair for more points. Destroy the second pair of Verdy-Choppers in this same manner.

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Find secret lift to balcony above.	400/55

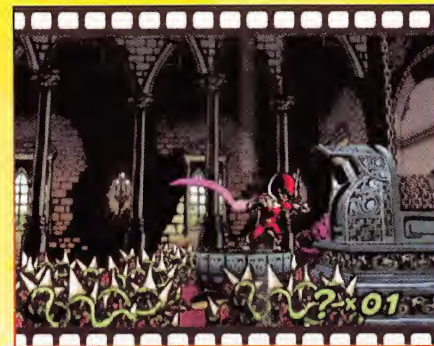


Need More Points!

Be sure to punch and kick each of the Verdy-Choppers a few times before going for the combo. Get them both confused, then smack them each around a bit before using the VFX for the combo. The extra points are necessary to meet the V-Point requirement for a Viewtiful ranking.

Once the airborne threat has been eliminated, head to the far end of the table and slow down time to make the hovering platform crash land atop the thorns. By releasing the L Button, the platform takes to the air and begins to fly to the right. Slow time again to keep it close to the ground, allowing Joe to collect the Film Canisters. Keep the L Button depressed and punch the large mechanical winch to lower the chandelier at the far end of the room.

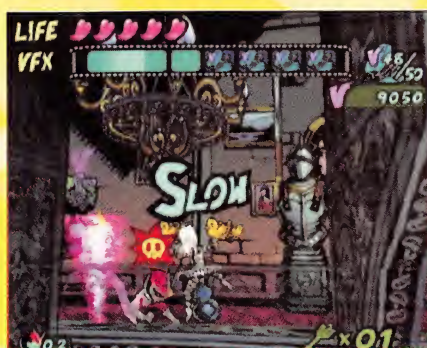
Joe may be taking the high road, but his work is far from over. His next scene begins the moment he walks through the door beyond the six Film Canisters.



SCENE SEVEN

Four pairs of Bianky-Primas leap up onto the balcony and attack Joe as he works his way from left to right. These enemies often attack high and low simultaneously, so avoid standing between two of them whenever possible. Since the Bianky-Primas can withstand a single attack even if it's during a combo, Joe is advised to smack them around a bit before initiating the combo. Although they can each be hit twice during a single combo for an even larger X-Bonus, Joe does not currently have enough VFX to make this possible. If our hero is to meet the time requirement for this scene, he must ensure the Prima-Biankies don't survive the hit once the combo has been initiated.

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Key	Defeat all Bianky-Primas for next room's key.	1200/60



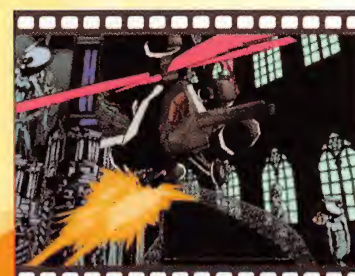
One of the Bianky-Primas in the fourth pairing holds the key that unlocks the door at the end of this area. Destroy them both quickly and bring the key to the door to end the scene.

Joe finds himself in the grandest room of the castle—an enormous foyer with a pair of sweeping staircases. The hero collects the Film Canisters over the doorway to obtain a second VFX upgrade before descending the staircase, unaware of what's in store for him on the lower level. Numerous Film Canisters hover above the staircase, and Joe puts his unique double jumping ability to use as he collects each and every one of them!

SCENE EIGHT

Just as Joe reaches the ground floor of this magnificent room, an enormous military-style helicopter known as Black Thunder crashes through the stained glass dome high above. It immediately targets Joe. Black Thunder is capable of firing guns, launching homing missiles, and deploying small groups of Biankies at Joe as it swoops back and forth across the room. Fortunately for Joe, each of Black Thunder's weapons can also be used against itself!

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Mini-Boss	Defeat Black Thunder (2000 HP).	500/50



Run under the chopper and quickly run and leap onto the chandeliers above the stairs on the far side of the room. Joe will find numerous Film Canisters atop the landing, and this is the best chance to nab them. Slow time if necessary to leap up and over the helicopter if it gets too close.



Once the Film Canisters have been collected, descend the stairs to the ground floor and evade the bullets being fired as the chopper swoops past. Wait for the Biankies to jump down out of the chopper, and allow them to close in on Joe. Dodge their attacks to leave them confused—Joe is going to return them to sender via airmail!

Faster Than A Speeding Bullet

It might not be necessary to use the VFX powers to dodge the Biankies feeble attacks, but Joe should be sure to slow things down if Black Thunder begins firing! The auto-dodge may be the only thing that keeps Joe from getting hit!

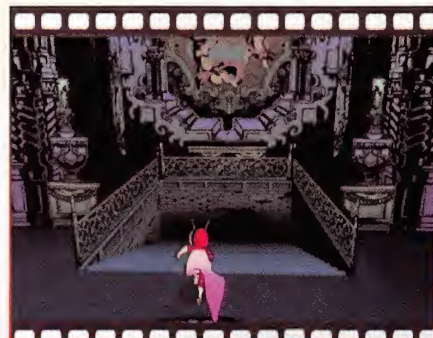


Once Black Thunder begins to fly overhead, slow down time to halt the chopper in place, and then uppercut each of the dazed Biankies right into the helicopter. The impact and resulting explosion do more damage to the chopper than Joe could ever have done with his current abilities. If Black Thunder isn't directly overhead, Joe can kick the Biankies at an angle toward the helicopter for the same effect.



If Black Thunder manages to survive this onslaught, it will likely begin firing its homing missiles at Joe. Allow Joe to recover his spent VFX, then slow time and punch the homing missiles back at the chopper. By slowing time, Joe can exaggerate the damage caused by the explosions and bring the menacing chopper crashing down to the floor in no time!

The blast from the exploding helicopter somehow triggers the opening of a secret entrance to the basement of this dreaded castle. Only one man is brave enough to see what's lurking in the shadows below. Find out what this daring hero is going to encounter in the creepy cellar after this short break!



INTERMISSION 7

Power-Up Strategy

Replace any lost lives by purchasing a L.I.V. or two, but otherwise save all V-Points for the VFX Turbo Charger—this is the most important power-up available to Joe, and he mustn't go too long without it.

Film Canister Collection Status

At this point in Episode 1, Joe should have obtained two VFX upgrades and 27 of the 50 Film Canisters needed for the next upgrade.

SCENE NINE

Scene Type
Puzzle

Description
Open door at end of wine cellar.

Viewtiful Reqs. (V-Point/Time)
50/20

The next scene requires Joe to use his special powers to slow time long enough for a small drop of water to turn into an enormous liquid dollop, big enough to press the large button directly under the pipe from which it leaks. Jump up and punch the bat nearest the leaky pipe and hold the L Button down until the switch is depressed. This opens the door at the far end of the room.

Joe doesn't have time to sample any of the wines in the cellar. In fact, he barely has enough time to exit the room before the gate slams shut again! Quickly run and jump en route to the exit while collecting the Film Canisters along the ceiling. Time the jumps so that Joe clears the oversized barrels that are rolling toward him from the right. The Film Canisters come in groups of three, followed by a lone one. Jump through the three, and then double jump for the solitary Film Canister as the barrel rolls by.



If the gate closes before Joe exits the room, he must return to the start and trigger the switch all over again. It's impossible to earn a Viewtiful ranking if this isn't done on the first attempt, due to the stringent time requirements.

Drunk on his success in the wine cellar, Joe finds himself in quite the bar brawl in the next room. The 10 Film Canisters near the ceiling give him his third VFX upgrade before he launches into battle against an army of Biankies and a Verdy-Jet. Thanks to his extra reserves of VFX, the pink-cloaked hero is able to combo numerous enemies at once, and add to his ever growing stash of V-Points.

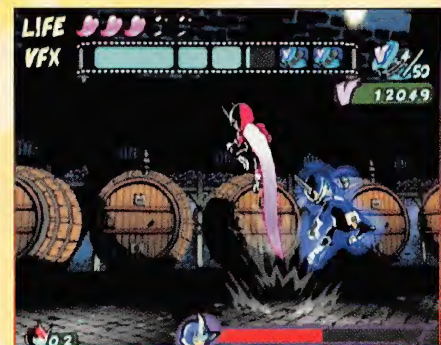
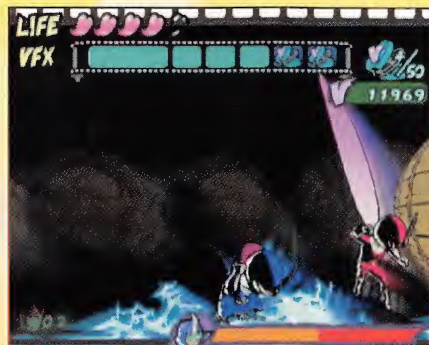


SCENE TEN

It's time to learn another lesson in the art of being an action hero, and this time around, Captain Blue isn't pulling any punches. Joe must identify Captain Blue's attacks and evade them appropriately before he can learn his next super power.

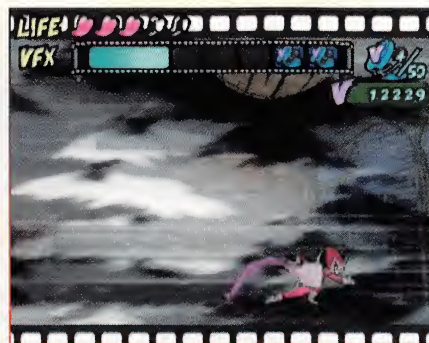
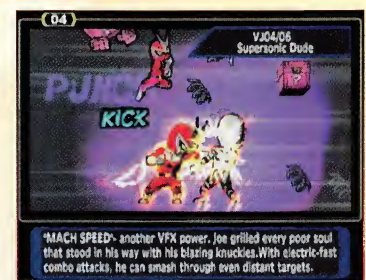
Watch Captain Blue begin to glow with blue electricity, then rush away from him. If he jumps high into the air, he's going to slam the ground and try to knock Joe back with a powerful shockwave. If his jump is only moderate in height, he'll likely fly toward Joe and attempt to kick him. Jump over Captain Blue as he approaches, then rush him when he lands.

Captain Blue occasionally attacks in a normal fashion, and Joe has the aid of the skull marks that indicate where his mentor is going to strike. Dodge and attack repeatedly while keeping the L Button depressed to prevent Captain Blue from backing away. Joe can also use his powers to slow time and punch Captain Blue while airborne. The first punch disables his blue force field, and the second delivers significant damage.



TRAINING SESSION 3

Supersonic Dude: Hold down the R Button while attacking and Joe performs his punches and kicks at "Mach Speed". His strikes move with such speed that he will start to catch fire and multiple Joes will appear to attack nearby enemies. Sometimes, these additional Joes even smash open distant objects. The Mach Speed ability can be used simultaneously while slowing time. Although this mysterious time warping phenomena may sound quite odd, it allows Joe to slow everything around him while he moves along at normal pace.



Joe finds his progress blocked by an enormous barrel of wine. Luckily for him, he can combine his time-controlling abilities with his incredible strength to get past this imposing obstacle. Joe miraculously slows down time while uppercutting the barrel to send it rocketing toward the ceiling. And then, while the barrel is out of sight, Joe relies on his Mach Speed to sprint under the falling barrel and through the door to the next room.

The secret door leading out of the wine cellar takes Joe to a cavernous room with a spiraling walkway that trails seemingly forever downward into the dank darkness below the castle. Joe is able to take his time descending the walkway, and that's exactly what he *should* do to collect the surplus of Film Canisters in this area. Some are a little hard to reach, but the crafty brawler can gather them by sending Biankies skyrocketing into the air with a slow-mo uppercut!

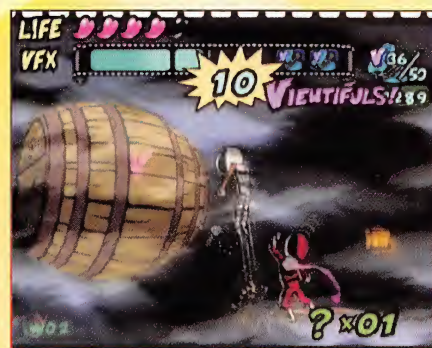


SCENE ELEVEN

Just when it starts to look as if the cavern isn't that dangerous, an enormous barrel falls from the sky and begins rolling after Joe. Although outrunning the barrel isn't that difficult, doing so while collecting all of the Film Canisters *is*. Use the Mach Speed ability to sprint away from the barrel, toward the groups of Film Canisters on the floor and near the ceiling.

Using the Mach Speed feature also gives Joe the chance to distance himself from the rampaging barrel while he battles the Biankies that appear. Although it's possible to sprint past them without stopping, Joe must gain some V-Points if he hopes to achieve a good ranking. Jump over the Biankies, then use both the L and R Buttons to get a couple of punches in before the barrel gets too close. Once it does, release the L Button and continue dashing downhill. Before long, the ground gives way under the barrel's weight and Joe is safe (for the moment).

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Escape the runaway barrel!	100/15



The barrel may have fallen into the abyss, but that doesn't mean Joe can stop and catch his breath. Numerous Biankies attack at once and Joe has no choice but to fight. Fortunately, our clever hero is always aware of his surroundings, and he uppercuts a Bianky high into the air to collect the many Film Canisters out of reach overhead. Joe quickly gains his fourth VFX upgrade and slowly makes his way down the walkway while constantly seeking out other Film Canisters that require a high-flying Bianky to snag.

SCENE TWELVE

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Escape the spiky runaway barrel!	100/15

The bottom is near, but there's another barrel bearing down on Joe that may keep him from going any further. This particular barrel is covered with spikes and, therefore, has a greater diameter and is slightly more difficult to avoid. Joe can still keep far enough ahead of it by using the Mach Speed powers.

Also, since there are no Film Canisters to collect right here, he can spend a bit more time earning as many V-Points as he can from the Biankies that appear. Continue running straight through the hole in the wall to escape the barrel once at the bottom of the walkway.



With the barrel blocking the entrance and a heavy metal gate securing the exit, it appears that Joe is trapped. But wait! Joe discovers that he can use his Mach Speed super powers to punch the stone statues so fast that they ignite. In a last ditch effort to free himself from his eternal prison, Joe lights all four statues on fire and triggers a secret switch that raises the gate on the far side of the room. Phew, that was close!



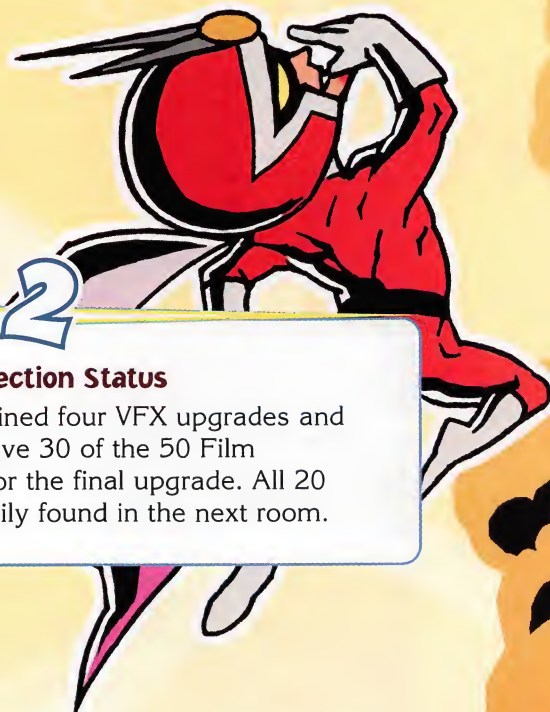
INTERMISSION 2

Power-Up Strategy

Purchase a single Life to expand the life gauge and also buy a set of Voomerangs for the upcoming boss battle. Continue saving the other V-Points for the VFX Turbo Charger.

Film Canister Collection Status

Joe has likely obtained four VFX upgrades and should currently have 30 of the 50 Film Canisters needed for the final upgrade. All 20 of them can be easily found in the next room.



SCENE THIRTEEN

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Boss Battle	Defeat Charles III (1000 HP).	180/50

PERFECT COLLECTION

The final 20 Film Canisters can be collected prior to the battle with the Dark Fiend. Drop off the ledge nearest the entrance to find three of them, and then collect the five above the doorway. The rest are in plain sight.

The adventurous action star known as Viewtiful Joe leaps across the rocky platforms and encounters an eerie coffin leaning against the far wall. Not sure of what to do, Joe punches the coffin in an attempt to open it—and open it he does! A flock of bats emerges from the coffin, joining together in the air to form Charles the Third, the master of this cavernous dwelling.



Boss Battle

BOSS ATTACK	DAMAGE INFLECTED
Direct Contact	1 Heart
Wing Blade	1 Heart
Falling Stalactites	1 Heart
Rocket Streak	2 Hearts

Charles the Bat would like to think that his ability to fly puts him at an advantage over Joe, but our hero can easily double jump and strike this foe. Landing a punch or kick on Charles the Bat while he's hovering above ground causes him to split back into dozens of small, harmless bats. Although it doesn't cause too much damage, destroying these lesser bats is a great way to earn the V-Points necessary for a Viewtiful ranking.



It should come as no surprise that Charles the Bat isn't going to simply hover in place and let Joe whittle away at his energy reserves. Indeed, Joe must watch out for the sickle-like wing blade that Charles the Bat throws. These blades act as a boomerang and fly back and forth for a short while before finally disappearing. Joe can avoid taking damage from these blades by using his VFX powers to slow time. This way, he not only evades them more easily, but his auto-dodge powers also kick in if necessary.

Charles the Bat isn't named 'the Dark Fiend' for his ability to hover in place and throw bladed boomerangs at his prey. This powerful bat can fly at such tremendous speeds that he becomes a streaking rocket that is difficult to avoid. He normally zips past four times in an attempt to ram Joe. Try to pay attention to his altitude and either jump over or duck beneath him as he jets past.



Sometimes Charles the Bat puts his incredible speed and power to use in an indirect way by slamming into the ceiling of the cave, causing a smattering of stalactites to drop onto Joe. Slow down time to more easily avoid the falling rocks, then approach a stalactite and uppercut it (while pressing the L Button) just as Charles the Bat flies over it. This knocks him out of the air and onto the ground, rendering the boss completely defenseless for several seconds. This is Joe's big chance to really pile on the hurt! Slow down time to make the punches really count, and wail away on his limp body until he finally regains his wits and takes to the air. Be sure to back away before Charles blasts off, or else Joe will take damage simply by coming in contact with the Dark Fiend.



Now it's time to use a Voomerang. Hold down the Punch Button as soon as Charles the Bat gets back into the air to knock him back to the ground with the Voomerang. Once down, Joe can rush him with a finishing flurry of Mach Speed punches and kicks!



VIEWTIFUL RANKING SAMPLE

Grades	Rank	Episode Bonus
VVVVA AVAAAV	Viewtiful	3,000



Some Like It Red Hot

HULK DAVIDSON · Silvia · Joe



EPISODE 2:

SOME LIKE IT RED HOT

EPISODE SUMMARY

After defeating the Dark Fiend, Charles the Third, Joe summons up the courage to step into the vacant coffin. Our hero's precious Silvia is out there somewhere and he is intent on finding her, even if it means beating up every bad guy in Movie Land!

Fortunately for Joe, the casket in the cavern below the castle was actually a secret entrance to the sewer system. Before long, Joe is rocketing out the top of a manhole and back above ground where he belongs. Now if only he could keep from getting hit by a car, he just might save Silvia!

Power-Up Strategy: Purchase the VFX Turbo Charger and the Sliding attack upon entering the Rhino Hotel at the first intermission.

Scene Total: 14

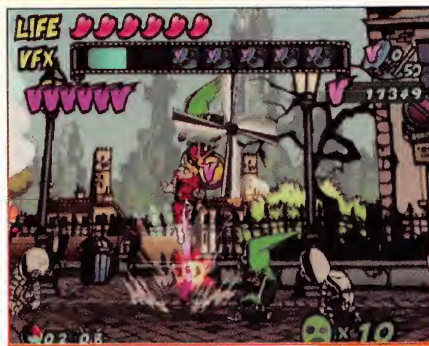
Save Point Location: Following Scene Nine.

The battle against Charles the Bat surprised Joe—up until that point, he had no idea just how deep he was in. And now he knows. The ghastly creatures holding Silvia are far worse than he could have imagined, and he must hurry off to search for her. But first, he must head to the left to engage an army of baddies who thought they could hide in an out of the way corner of the city.

SCENE ONE

This is, by far, the largest rumble that Joe has ever been involved in, and although it's quite difficult at times, it's a great test of his abilities. Joe will be under constant assault by numerous Biankies on the ground and by Verdy-Choppers and Verdy-Jets flying overhead. The ability of the Verdies to drop bombs and fire missiles makes dispatching them the top priority. And if this didn't sound tough enough already, the fact that Joe hasn't found a single Film Canister yet makes it even more difficult!

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Bianky x10, Verdy-Chopper x2, Verdy-Jet x2	1800/50



Leap into the air and slow time to bring the Verdies to the ground—punching them also works. Dodge the incoming attacks and start to knock around the Biankies while the VFX meter refills. Joe's best chance for a huge X-Bonus comes early on, so start the combo on a confused Bianky and don't let up until the VFX meter is empty. With some practice, Joe should have enough time to chain together four or five bad guys in this opening combo.



The Verdy-Jet's missiles are what makes escaping this battle unscathed so challenging. Once the enemy numbers have been halved, put the Mach Speed ability to use. This won't net Joe as many V-Points as the combo, but it's a great way to clear out several enemies at once, and it also works for knocking back missiles. Should a missile happen to home in on a Verdy, slow down time to exacerbate the explosion. The second Verdy-Jet drops a red Film Canister, so be sure to pick it up.

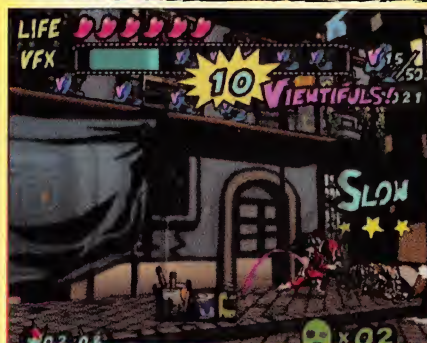
Once you're done with the chaos that is Scene One, Joe is free to venture back to the right. He encounters several Film Canisters and another 10 Biankies. The Biankies only attack in groups of three, and Joe welcomes the chance to gain more V-Points. Up ahead, a geyser erupts from an open manhole cover and it appears that the road is blocked. Maybe for a mere mortal, but not for the man called Viewtiful Joe! In a single bound, Joe leaps onto a hovering platform and uses his Mach Speed powers to elevate the platform high into the air. From there, Joe easily double jumps over the geyser and falls alongside the scaffolding to the start of the next scene.



SCENE TWO

Freefall to the ground between the geyser and the scaffolding and begin running to the right. The first of two Bianco Billies begins twirling his guns on the sidewalk up ahead, so be ready to slow down time and punch his bullets back at him. Rush forward after confusing him, slow time, and punch him twice into the wall for an X-Bonus.

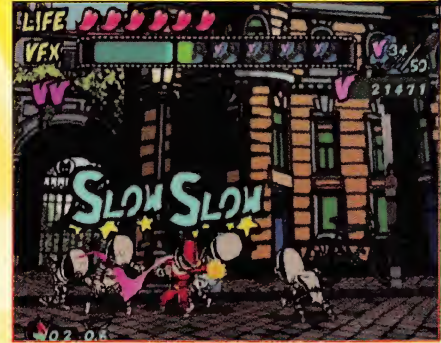
Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Bianco Billy x2	300/20



The second Bianco Billy emerges immediately after the first one has been defeated. Leap onto the scaffolding directly above the sidewalk and face left. Punch the bullets back at the gunslinger, then knock him off the back edge of the scaffolding. Quickly drop down through the scaffolding (Down + Jump) and combo two punches on this one, as well, to end the scene.



With the cowboy imposters defeated, Joe allows himself time to leisurely check the scaffolding for Film Canisters and Burgers. A double jump off the rooftop nets him additional Film Canisters, along with an impressive view of the cityscape. Things turn less leisurely on the ground as another 10 Biankies attempt to upstage the pink-clad star.



Down in a Hole

Joe can gain his first VFX upgrade by dropping down the open manhole between the barriers. Grab the Film Canisters near the iron door, then ride the hovering platform back up to the surface to continue on toward Scene Three. The extra block of VFX comes in handy.

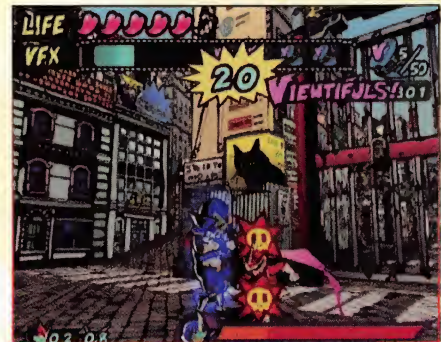
SCENE THREE



Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Training	Impress Captain Blue (3000 HP).	140/40

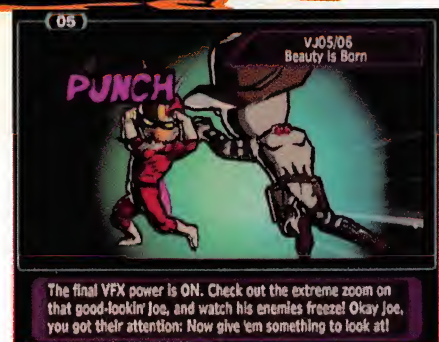
This is the final sparring match between Joe and his mentor, and definitely the most challenging. Captain Blue holds no punches, attacking quickly and without mercy from the instant the fight begins. Joe should be able to identify nearly all of his attacks by now. Our hero can use his new Mach Speed power to sprint under Captain Blue's downward kicks and electric strikes. This makes it easier to rush into position for a slow-mo series of strikes.

Captain Blue did save one special attack for this very special occasion. Don't be surprised if he prepares an attack that poses a simultaneous high and low threat. This is his trusty roundhouse kick, and it cannot be dodged while standing beside him. Joe can back away from him, but it's much more effective to slow time and punch him instead. Concentrate on landing as many punches while using the slow-mo VFX powers to score sufficient V-Points to earn the Viewtiful ranking. So long as the battle doesn't go on for too long, and Joe doesn't accidentally get himself hit, he should pass his final test with flying colors.

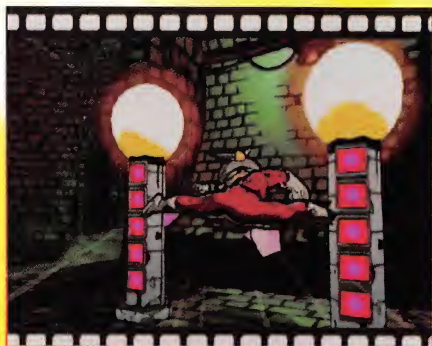


TRAINING SESSION 4

Beauty is Born: Joe now has the ability to Zoom. By Zooming in on the action (C-Stick Up), Joe strikes a pose that freezes most enemies in their tracks and leaves them quaking in their boots. Once Zoomed in, Joe can perform amazing punch and kick combos. Joe's Zoomed in kicking combo is the perfect weapon for knocking back multiple enemies—especially airborne ones—and a slow Zoomed in punch is arguably Joe's most lethal attack.



Most Viewtiful: Zooming in on the action isn't just for punching and kicking! Joe can now Zoom in and jump into the air to create a ferocious rocket of energy that can knock any enemy out of the air. This Zoom Drill can also be done during a descent to slam the ground with such force that all nearby enemies are left lying on their backs. This is called a Zoom Dive.



The four Biankies that were kind enough to partake in Captain Blue's final teachings are even nicer than originally thought. Not only do they yield numerous V-Points for Joe after the lesson, but they also each cough up a Burger for Joe to replenish his energy reserves. Joe cannot advance any further on the street; he must retreat to the sewers. Consequently, our hero quickly drops through the manhole and takes up position between the pair of white poles near the metal gate. His new ability to Zoom in and kick multiple objects at once comes in handy, and he quickly triggers the unlocking mechanism for the next section of the sewer.

SCENE FOUR

Joe must act quickly if he's to reach the flag in time to receive a Viewtiful ranking. Leap off the ledges to collect the Film Canisters, and break open the two large pink crates to get Viewtifuls inside. Hop onto the floating crates in the green gooey liquid and carefully double jump between them to gather up the three Film Canisters hovering above the thorny plants. Use the Mach Speed power to flood the room, and ride the floating boxes up to the ceiling. Gather the Film Canisters, then leap for the ledge on the right to enter the next room.

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Checkpoint	Navigate through sewer to flag.	600/80



The green sewer water is flowing pretty hard in this section, and Joe must fight the current all the way to the next section. But that's not all he's got to fight! Two pairs of Verdy-Choppers swoop in, one after the other, to stop him. Slow down their propellers and combo the duos for an X-Bonus. It's best to stay at the downstream side of the tunnel while battling the baddies. The rest of this particular sewer section contains oscillating laser traps. Use Mach Speed to sprint past the lasers after they migrate past the center of the tunnel. Jump up to grab the Film Canisters between the lasers near the ceiling, then continue toward the next area.

Now Joe must ride a hovering platform up through a narrow shaft while simultaneously dodging bats and laser traps. Use the Zoomed-in kick attack to dispose of the bats in the bottom of the shaft, then leap onto the platform and use Mach Speed to rise past the first laser. Tap the R Button to stay aloft above the laser while the VFX meter recharges, and then rise up past the next laser while gathering the Film Canisters. Grab the final batch of Film Canisters, then double jump onto the ledge where the flag is located.

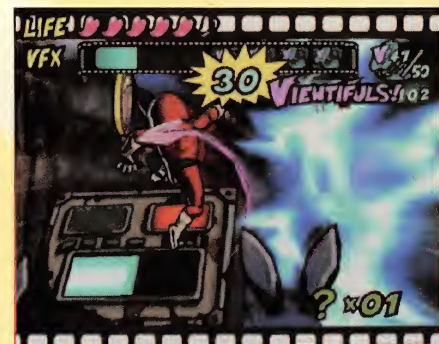


SCENE FIVE

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Escape the sewers.	3400/120

This next section of the sewer is crawling with bats and Biankies, and is a great place to rack up numerous V-Points. Leap into the air and perform a Zoomed-in kick to dispatch the majority of the bats, combo several Biankies together for additional V-Points, and then hurry toward the sparking electrical apparatus to the left.

The electrical cords have been left unplugged from one another, but the current is able to spark across the gap. Use the VFX to slow down time so the current can build up enough power to open the heavy door on the left. Joe can see how close he is to opening the door by monitoring the meter on the machine in the corner. Once the blue bar fills the monitor, the door opens.

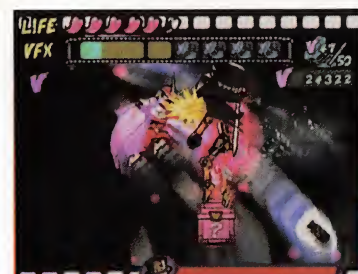


Joe has his work cut out for him in the next room. A high velocity current continues to push him toward the right-hand side of the room while he battles with a Joker. This foe has 3000 HP, and is much more difficult to defeat thanks to the current constantly pulling Joe out of position. Stay as close to the Joker as possible and perform numerous slow punches to incur maximum damage. The Joker seldom attacks in the traditional sense, so Joe has little chance to counterattack.

Keepin' it on the Down Low

The Joker uses his guns at a much higher frequency when Joe is without his super powers, and Joe must be ready to be fired upon. When reduced to regular Joe, head to the right of the screen and stand still on the ground. Wait for the sounds of the Joker (likely off screen on the left) twirling his guns, then leap into the air. The Joker is almost 100% accurate with his guns when both he and Joe are airborne, so be sure to follow this tip for VFX-free bullet dodging.

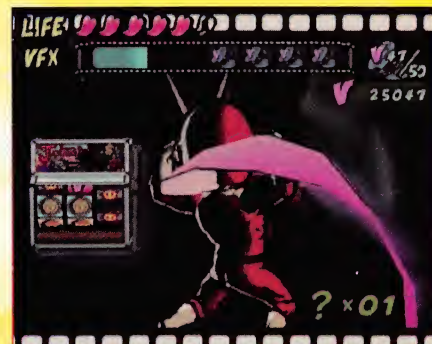
The quickest way to destroy the Joker is to leap into the air while he's preparing to use his guns. Meet him above the ground and use the powers of VFX to slow down time while landing a combination of three punches and kicks on him. This makes him vulnerable to a combo and easy to finish off.



WHAT'S
IN THE
BOX?

The large pink crate in the distance is quite difficult to open with just a level one Mach Speed attack because there is little opportunity to punch the Joker enough to open it (Joe can use the Slot Machine, but he risks being shocked). Failing to open this box does not hinder the scene or episode ranking—it merely contains some Shocking Pink bombs. They do come in handy, but they can also be purchased quite cheaply.

Once the Joker has been defeated, return the token to the tiny slot machine and Zoom in to see the wheels better. Slow down time and punch the slot machine to get the three tokens to line up for 2000 V-Points, then repeat the process to get the three Vs to line up in a row. This gives Joe the key he needs to unlock the hatch that will blow him out of the sewer and back onto the city streets above. Beware that the VFX meter drains much faster when both Slow and Zoom are used together, so be sure to Zoom out whenever waiting for the right icon to appear on the wheel.



SCENE SIX



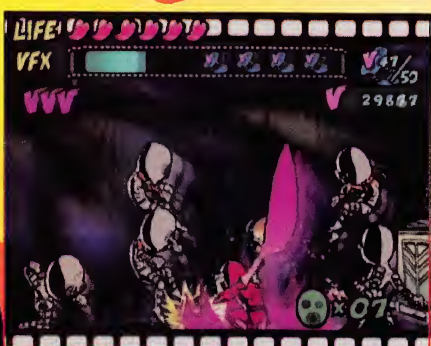
Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Bianky x4, Verdy-Chopper x4	900/50

Scene Six is very similar to Scene One—both involve a rather large battle between Joe and a gang of Biankies and Verdies. Keep to the left to avoid the oncoming cars and slow down time to ground the Verdy-Choppers. Smack around the Biankies after confusing a couple of them, then let the combo begin. Joe can score the requisite 900 V-Points in a single X-Bonus during this scene if he sets it up properly.

After defeating another gaggle of baddies, Joe leaps onto the traffic lights and double jumps high into the air to bust open the crates hovering high above the ground. Much to his surprise, the pink crate to the right contains an L.I.V. that comes in handy eventually. Joe continues down the street to the right, and is met by a pair of speeding buses that close in from opposite directions. Our hero is trapped yet again!

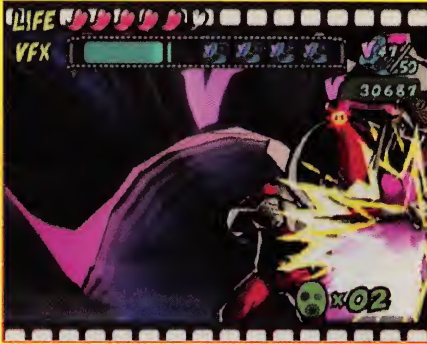


SCENE SEVEN



Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Bianky x5, Rosetta x2	1000/60

Five Biankies leap from the buses and attack simultaneously. Hop into the air and Zoom in during the descent to knock the Biankies onto their backs. Now Joe has some breathing room and can concentrate on chaining each of them together for an impressive X-Bonus.



As soon as the Biankies have been defeated, a pair of Rosettas take their place in the asphalt arena. The Rosettas are full of energy—literally—and can be difficult to handle if Joe's out of VFX. Leap onto one of the bus hoods while the VFX meter recharges, then rush toward them and Zoom in. The Rosettas are susceptible to slow punches and they are especially vulnerable when Joe is Zoomed in on them. A few mighty blows to their midsection destroys them once and for all.

Orange You Glad We Told

Be careful not to uppercut any of the enemies into the orange box floating above the ground! Joe must score 10 V-Points for a Viewtiful ranking in the following scene, and smashing that box is his only chance to do it!

SCENE EIGHT

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Cross toxic crater in the road.	10/15

The road up ahead has collapsed into a giant toxic pool that is extremely hazardous to Joe's health. He can't even jump high enough to exit the far side of the crater. Quickly jump onto the large graffiti covered bus rolling in from the left. Break open the orange box and grab the Burger inside. If Joe's life gauge is filled, he will get the necessary V-Points he needs for this scene.



Slow down time to allow the bus's rocket thrusters to build up, err, trust, and then release the L Button to make the bus leap over the crater to safety. Be sure to hold the L Button until the flames shooting out the back of the bus turn a deep orange and red; otherwise, the bus will fall into the crater, and Joe will have to catch the next bus and try again.



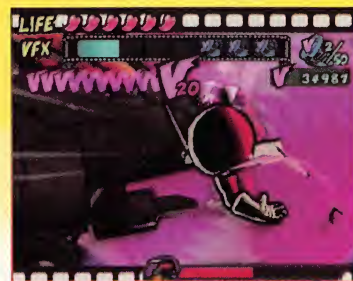
Joe's inquisitive nature pays off in spades as he finds a yellow Film Canister inside an orange box near the very edge of the crater. This Film Canister gives our hero the necessary film to obtain his second VFX upgrade. Further inspection of the area reveals two more yellow Film Canisters in orange boxes under the bus. Joe carefully makes his way past the bus, toward the Rhino Hotel, where he is met by a pair of Black Thunder helicopters.



SCENE NINE

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Mini-Boss	Defeat Black Thunder pair (2000 HP each)	1800/100

This pair of Black Thunder choppers fight one at a time in exactly the same fashion as the one Joe fought in Episode One. The only difference is that Joe is much more powerful now. Show the chopper pilots just how powerful he is by double jumping above them, and then Zooming in during the descent to Zoom Dive. The twister-like attack does not deliver significant damage, but it's a great way to gain a quick 150 V-Points. Another useful tactic is to Zoom in and perform consecutive slow kicks.



The best way to destroy the Black Thunder choppers hasn't changed. Confuse the Biankies that exit the craft, then uppercut them right back at the whirlybird as it flies overhead. Not only does this deliver extensive damage, but Joe can also rack up quite an X-Bonus in the process. The first Black Thunder chopper yields hundreds of V-Points, along with a Full Meal, so Joe won't have to battle the second Black Thunder on an empty stomach.

Get a Life!

It's somewhat risky, but Joe can use the Mach Speed punch attack against the Biankies to bust open the pink crates in the distance. The crate to the left of the "Sun of a Gun" graffiti contains an L.I.V. that shouldn't be missed.

Joe's journey has led him to the front doors of the tallest building in town—the Rhino Hotel. And judging by the pair of warbirds guarding the place, something important is lurking within! There's only one way to find out what that *something* is!

INTERMISSION 7**Power-Up Strategy**

Purchase the VFX Turbo Charger and the Sliding attack. These upgrades do wonders for Joe's ability to chain together numerous enemies for double-digit X-Bonus multipliers!

Film Canister Collection Status

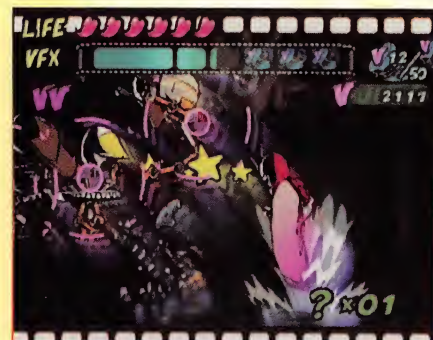
At this point in Episode 2, Joe should have obtained two VFX upgrades and currently have 12 of the 50 Film Canisters needed for the next upgrade.

SCENE TEN

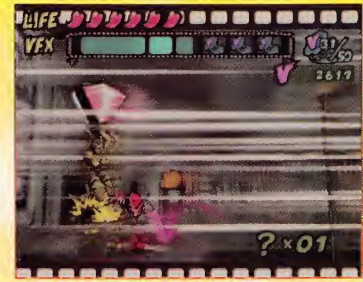
Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Escape the lobby.	1000/90

If Joe is looking to rest his tired dogs, he had better choose another hotel! He won't get four steps into the lobby before a handful of Biankies and Bianco Billies emerge from the shadows and attack. The second wave of assailants won't wait too long before joining the fight, so it's important that Joe not waste any time in dealing with the first bunch.

Confuse the Biankies, then link the combo to the Bianco Billy for two additional hits. Try to pin the Bianco Billy against the table in the center of the room to cut down on the time it takes to finish him off. Defeat the second wave of assailants in a similar manner, but be sure to Zoom and punch the second Bianco Billy to save time if the fight starts running long.



Gather up the Film Canisters, then leap onto the upper portion of the center chandelier. Zoom Drill the button on the ceiling to cause the other two chandeliers to drop within reach. Jump off these fixtures to reach the balconies on each side of the room and Mach Speed punch the statues to break the fancy jewels off of them. Carry the jewels one at a time to the door on the lower right side of the room and insert them into the holes on the wall. Once both jewels have been inserted into their receptacles, the door to the elevator opens.



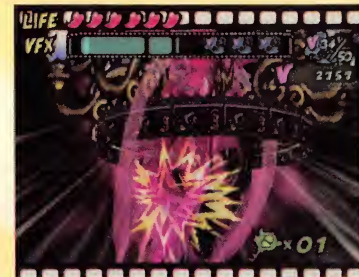
SCENE ELEVEN

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Key	Find elevator key on 20th floor.	7000/200

Joe exits the elevator on the 20th floor. Slow down the hovering platform to bring it within reach, then ride it up toward the ceiling. Zoom and jump to smash through the chandelier and obtain a key to the next room. Jump back to the floor and go through the door on the left.



Joe faces a steady stream of Biankies in this next room. Get the first three of them confused, and smack each of them a couple times to begin amassing V-Points. Start the combo with the fourth Bianky, and use the new Sliding attack to cross the room quickly to chain together as many Biankies as possible. Gather up all of the VFX juice that appears, and keep an eye out for the large bottle; getting the refill early enough in the combo can give Joe enough VFX to chain together all 10 Biankies if he's quick about it.



Once the Biankies have been disposed of, a pair of Red Leaders attack. These are among the most deadly enemies in the Jadov army and cannot be taken lightly. Not only do they have very sharp swords, but they also have the magical ability to make an entire column of swords appear and fly across the room toward Joe. Sometimes they'll even resort to using a blowgun! Although Joe can punch these projectiles away, doing so can be difficult in the heat of the battle.

Try to isolate one of them and immediately slow down time after dodging his sword slash. Joe must be quick if he's to combo the Red Leaders, since they don't get confused like the other enemies. Once in a combo, Joe can hit each of the Red Leaders as many as four times, provided he doesn't run out of VFX.



When the last of the Red Leaders has been defeated, a secret stack of books appears. Bring these books to the shelf on the right and watch as it slides into place below a crack in the ceiling. Leap onto the bookcase, and smash up through the crack in the ceiling to reach the bathroom on the floor above. Exit through the door on the left.

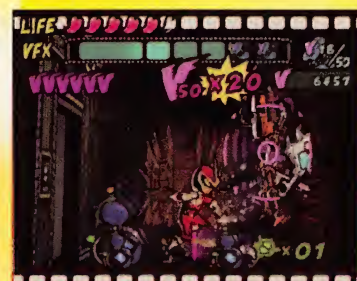
Joe finds himself caught in the crossfire between two Bianco Billies. Take a step toward the one on the left, and use slow-mo to punch his bullet back at him, then quickly turn about face and do the same to the Bianco Billy on the right. Finish them off and collect the Film Canisters near the ceiling. Smash through the cracked floor to drop back down to the 20th floor.





Joe lands on top of a canopy bed in the room below. Lure the Red leader up through the hole to the room above, and use the Mach Speed attack against him so that Joe can get the red super bottle of VFX from the pink crate in the distance. Be sure to pause during the Mach Speed attack to dodge the next sword slash from the Red Leader. Continue ambushing him with Mach Speed punches to bust open the crate.

Once Joe has the temporarily unlimited supply of VFX, he is ready to drop back through the hole to the bedroom, grab the Film Canisters off the bed, and then enter the hallway on the left. Joe faces over a dozen enemies in this hallway while a spiked barrel rolls toward him in the distance. Hold down the L Button to stay in slow-mo and rack up the biggest X-Bonus yet! It's possible to achieve a multiplier of 20 and an X-Bonus of over 9,999 V-Points in this one hallway! Joe gains the key to the elevator once the Red Leaders have been defeated.



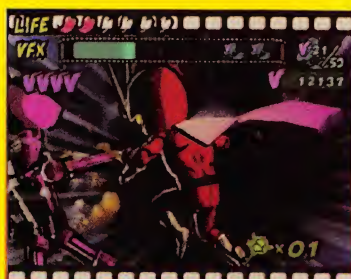
VFX Usage

Even with what seems like an unlimited supply of VFX, Joe could still run out by the end of this combo if he's not careful. Be sure to uppercut the first few Biankies to get them out of the way (and to get the Red Film Canister from near the ceiling), but punch the Bianky-Boxers and Red Leaders against the wall so that Joe won't have to wait for them to come back down before he can finish them off.

SCENE TWELVE

Joe exits the elevator on the 30th floor and is face-to-face with a large bomb in the hallway. Attack the bomb with Mach Speed punches to get the hundreds of Viewtifuls from the crate in the distance, then use the slow-mo power to make the bomb's eruption strong enough to blow a hole through the wall to the right.

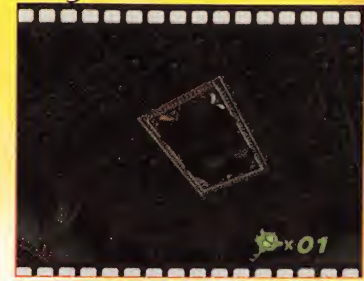
The room on the other side of the wall is one of the most chaotic that Joe will ever come across. Numerous Biankies, Bianky-Boxers, and Red Leaders attack from every angle. Luckily for Joe, a steady stream of bombs falls into the room, and although they're meant for blowing holes in the right-hand wall and ceiling, they can also be used as weapons.



Punch the bomb toward the Red Leader, and slow down time to make the explosion really dish out some damage. Use the Biankies to start a combo and clear out as many of the enemies as possible. Punch the bomb toward the right-hand wall and hold the L Button to make sure that it blows a hole in the wall. The neighboring room contains several Film Canisters, a Burger, and a Rosetta. Zoom and punch the Rosetta to get the key to the elevator, then exit this side room.

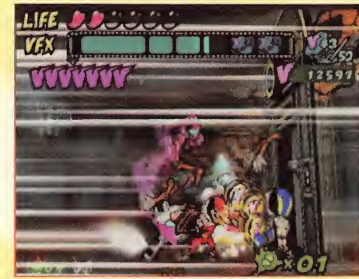


Once back in the main room, wait for a bomb to appear, push it a couple steps to the left, and then uppercut it toward the ceiling while keeping the slow-mo VFX power going. This causes the bomb to destroy the yellow patch in the ceiling, thereby giving Joe a means to enter the room above. Double jump through the hole in the ceiling and land on the left side of the room.



Clear the upper room of the Bianky-Primas and the Red Leader while being careful to step between the laser traps as they oscillate back and forth. Gather up the Film Canisters, then push the bomb toward the far right-hand wall. Attack the bomb with Mach Speed to ignite it, then use Joe's powers to slow time and destroy the wall. This leads Joe to the next hallway.

Double jump through the opening to gather up the Film Canisters and Burger high above the floor, then fall along the left-hand side of the room. Confuse the Bianky-Boxers and use the Mach Speed attack to destroy both of them, as well as the pink crate to get an L.I.V. before entering the elevator.



Bombs Away!

Joe can still open the pink crate even if both Bianky-Boxers have been defeated. Double jump back up into the room above and get another bomb from between the lasers. Push it off the ledge, then use the Mach Speed attack on the bomb to get the Joe-clones to open the crate.

SCENE THIRTEEN

The 40th floor hallway contains a spiked barrel similar to the one

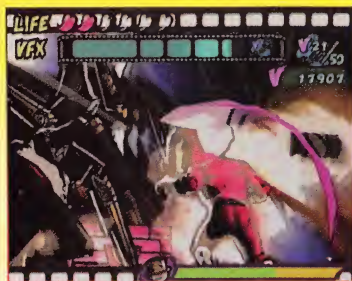
Joe encountered earlier in the hotel. Our hero won't have the benefit of unlimited VFX this time around, but he can still put together some impressive combos with the Biankies and Bianky-Boxers that appear. Upper-cut the Biankies to get the red Film Canister from the crate high above, then use standard lateral punches to defeat the enemies quickly. Don't chance getting shot by the Bianco Billy when he appears; Zoom in and destroy him with a series of quick punches. Unlock the door on the left and get ready for another quick fight.

Link the eight Biankies in this room together into one big combo. Hit each of the initial four Biankies a couple of times before initiating the combo to get one of them to give up a large blue bottle of VFX juice. Once all of them have been defeated, leap into the air and Zoom in to slam the button on the left-hand side of the room. This causes a staircase to lower from the ceiling. Jump up the steps to the room above.

Collect the multiple Film Canisters in this room—don't miss the ones behind the statue on the right—and then approach the wall to the left. Just as Joe draws near the exit, a slot machine appears and another Joker emerges. The two pink crates in the background each contain Burgers and are not essential to Joe's mission. It is very difficult to break them open with level one Mach Speed, so don't bother trying; it will only hurt Joe's chances of meeting the time requirements for this scene.

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Key	Find elevator key on 40 th floor.	6500/200

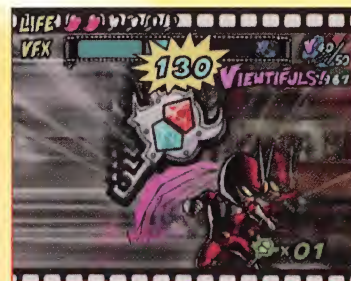




Stay close by the Joker and perform slow, Zoomed-in punches whenever the opportunity arises. This is Joe's most powerful attack, and can be used to bring the Joker to his knees in mere seconds. Also, don't forget to momentarily Zoom in during jumps to knock the Joker onto his back.

Once the Joker has been defeated, Joe gains yet another Jadov token. Drop it into the slot machine and use the VFX powers to slow the wheels down, making them easier to read. Line up the coin icons to gain another 2000 Viewtifuls, then line up the Vs to get a magical stack of books that helps Joe exit the room.

Leap out the opening into the hallway beyond the bookcase and freefall through the center of the hall, grabbing the Film Canisters on the way down. Go through the door on the right and downward smash through the bottom of the bathtub in the next room to reach the room below. This room contains a key-toting Rosetta that must be defeated before Joe can continue his ascent to the penthouse. Zoom and punch the Rosetta three times to get the key, then retreat back through the hole in the ceiling to the elevator door in the hallway above.



INTERMISSION 2

Power-Up Strategy

Purchase the first of the two Mach Speed upgrades, along with a Life to expand Joe's life gauge.

Film Canister Collection Status

There are no more Film Canisters to find in this episode. Joe either found them all or he didn't.

SCENE FOURTEEN

Joe knows he is close to his target, if for no other reason than the horrendous singing he hears in the distance. There's only one person in all of Movie Land with a voice that bad, and that's Hulk Davidson! Joe sees a bomb lying on the ground and decides to uppercut it high into the air while using his slow-mo abilities to make the bomb fly higher than gravity would normally allow. Joe hits the bomb with three uppercuts to get it to land on the candlelit chandelier high above. And then, with a quick little flip, Joe leaps behind the ignited bomb and slowly punches it

toward the yellow patch on the wall to the right. He's done it! Joe has blown through the wall and has uncovered a way into Hulk Davidson's penthouse!

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Boss Battle	Defeat Hulk Davidson (3000 HP).	900/90



Boss Battle

BOSS ATTACK	DAMAGE INFLICTED
Body Slam	1 Heart
Axe Swing	1 Heart
Fire Bombs	1 Heart
Missiles	1 Heart
Horn Charge	2 Hearts

Hulk Davidson has several things going for him in this fight. First off, he is extremely large and knows how to throw his weight around when dealing with little pipsqueaks like Joe. Secondly, he carries an enormous axe that is not only an effective melee weapon, but also acts like a boomerang when thrown. And lastly, Hulk Davidson's penthouse is rigged with all sorts of pyrotechnics. His ceiling drips fire onto the floor, and his desk is capable of firing homing missiles at intruders.

Despite all of these hazards, Joe finds that there is a systematic way of defeating the Iron Ogre. Hulk Davidson likes to begin the battle by leaping into the air in an attempt smash Joe into a pancake. Sprint underneath him while holding the R Button as he leaps into the air to avoid being flattened.

After dodging his leaping attack, move in close and watch for the three skull marks to appear low to the ground. Dodge the upcoming axe swing and immediately counter-attack with a barrage of slow, Zoomed-in punches. This is, by far, the most effective attack against Hulk Davidson, and can rapidly diminish his energy while remaining relatively safe in the process.

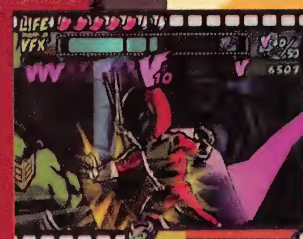
Continue beating on Hulk Davidson until a lone skull mark appears over Joe's head, then immediately Zoom out, release the L Button, and crouch down to avoid the handle of the axe as it is brought down in an overhead swing. This overhead attack is often accompanied by a fair amount of fire falling from the ceiling. Sprint through the flames to the far side of the room, and hold the R Button to quickly extinguish any fire that caught onto Joe.

After distracting Joe with the fire bombs, Hulk Davidson scratches the carpet with his hind leg, puts his head down, and stampedes toward Joe in an attempt to gore our hero with his horns. This is the Iron Ogre's most deadly attack, and it must be avoided at all costs. Double jump out of the way, then quickly sprint after the charging rhino as he slams into the wall headfirst. Take advantage of his mistake by continuing to beat on him with those Zoomed-in punches.

Hulk Davidson calls out the heavy artillery once he's been dropped to his final health bar. Run to the corner and watch for the incoming missiles. They move slowly enough for Joe to punch them back at Hulk Davidson without having to use any VFX powers, but slowing down time extends the damage they cause when hitting their target. Another tactic that Hulk Davidson employs late in the battle is an axe toss.

Typically, this is actually Joe's benefit, since the axe is easy to dodge and it leaves Hulk Davidson defenseless.

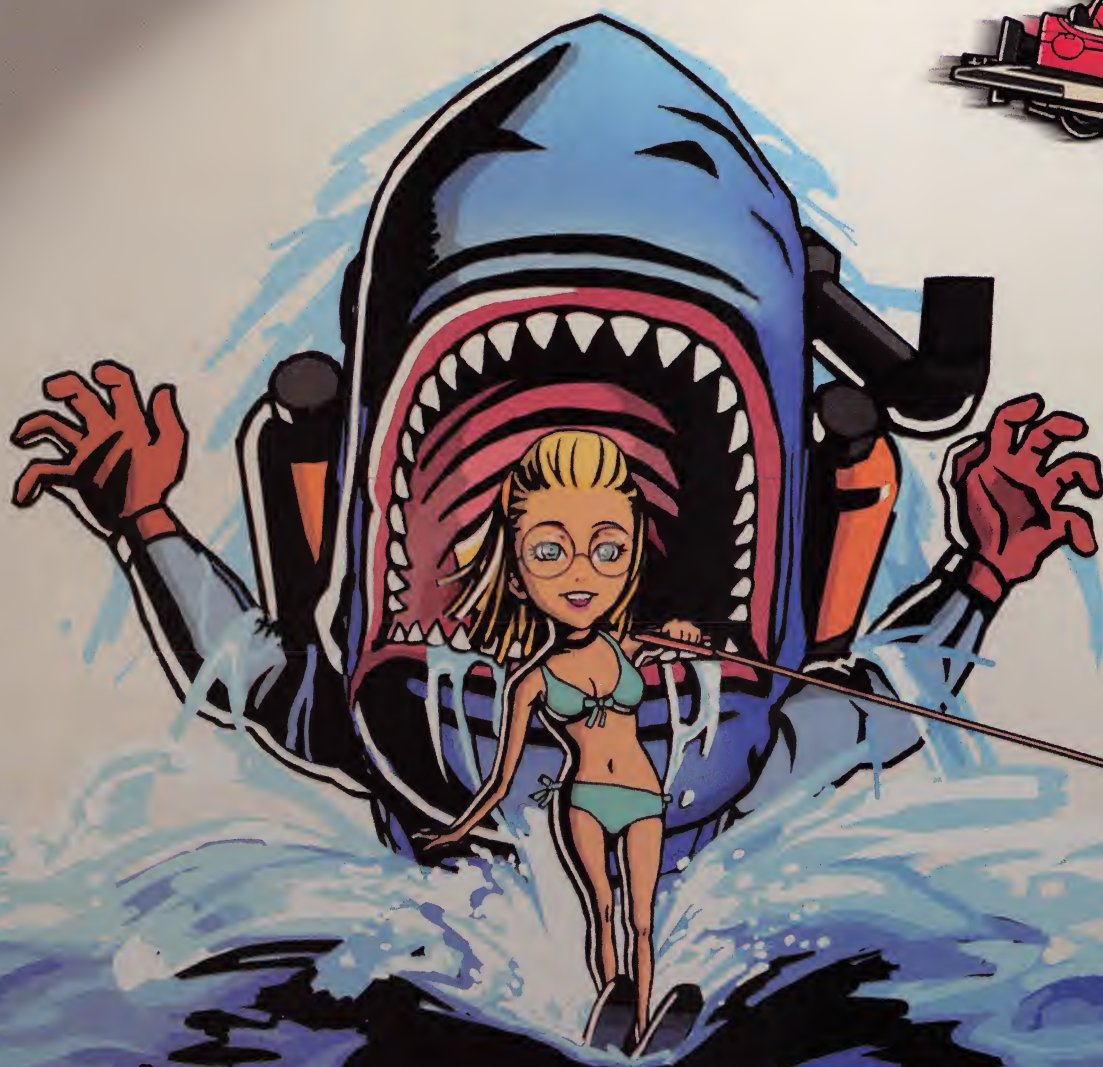
SOME LIKE IT RED HOT



VIEWTIFUL RANKING SAMPLE

Grades	Rank	Episode Bonus
AAVVAVVAVVAVVA	Viewtiful	4,000

The aquatic film from the terrifying NO.1 best seller.
Starring Gran Bruce as himself

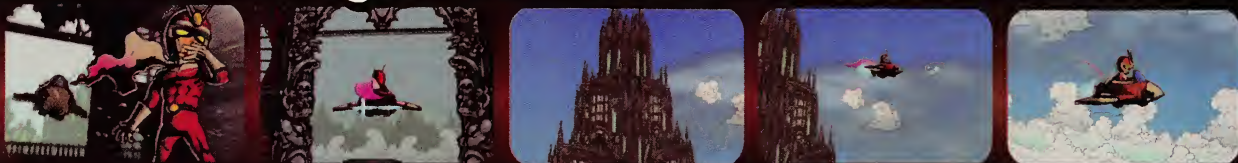


2000.000 Leagues under the Sea

2.000.000
LEAGUES UNDER THE SEA



EPISODE 3: 2,000,000 LEAGUES UNDER THE SEA



EPISODE SUMMARY

Just when Joe was about to make himself comfortable on one of Hulk Davidson's shiny motorcycles, he notices a blueprint for a diabolical plan of decimation atop Hulk's desk. The blueprint outlines the Jadow's plan to use a bomb to blow up an underwater city. Could this really be happening? Can so much evil really be concentrated in Movie Land? Joe doesn't have the luxury of ignoring what he saw—he's a superhero for crying out loud! He must put saving Silvia on hold and head at once to the underwater city.

No action star is complete without a sporty ride, and Joe isn't about to call for a taxi. With a piercing whistle, Joe signals for his trusty Six Machine. This flying craft is capable of speeding Joe off to wherever evil demands his presence. Joe hops aboard and flies straight out the penthouse window en route to the underwater city.

Power-Up Strategy: Purchase the Red Hot Kick at the start of the Episode. Save all other V-Points for the Ukemi.

Scene Total: 8

Save Point Location: Following Scene One.

SCENE ONE

Joe isn't going to get a leisurely flight to the underwater city's entrance. The Jadow have called upon dozens of Verdy-Jets and Cromarties to throw a wrench into Joe's travel plans. And as if that wasn't bad enough, swarms of maniacal birds and assorted fish are certain to make these unfriendly skies downright deadly!

The key to surviving this unfortunate flight plan is to clear out the groups of enemies as quickly as possible to keep the skies free of obstacles. Birds and fish attack in groups, and Joe receives a Film Canister for destroying the entire group. Similarly, he gets a yellow Film Canister or other valuable item for every Cromarty or Verdy-Jet he destroys. It takes some practice, but Joe must familiarize himself with the enemy attack patterns and anticipate their actions.

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Survive flight to city entrance.	3300/250

**A SIX
PACK
OF
PAIN!!!**

The Six Machine has a variety of attacks, each corresponding to one of Joe's maneuvers. The Six Machine's basic attacks are an energy blast (Punch Button) and a small explosive bomb (Kick Button). Both of these attacks can be altered by using the Slow and Mach Speed powers. Joe can also use his amazing Zoom ability to impact the handling of his craft. When Zoomed in, the Kick Button causes the craft to spin wildly, just like Joe's spinning kick. On the other hand, pressing the Punch Button when Zoomed in makes the Six Machine rocket ahead in a ball of energy, much like Joe's vertical smash attack.

Joe's first enemy encounters consist of flocks of birds and leaping piranhas. Tap the R Button and Punch Buttons simultaneously while moving up and down the screen to spray short bursts of rapid fire at the incoming targets. It's very important to only use the Mach Speed ability for short bursts of time; should Joe run out of VFX, he'll be completely vulnerable with no way of defending himself.

The next enemy to show its face is the Verdy-Jet. These rascally foes often fly into the foreground and out of Joe's range of fire—cowards! Wait for the Verdy-Jets to fire off their missiles, then shoot the missiles back at them. Slow down time to double the destruction. Another proven tactic is to back up into them, and use the spinning attack to smash them into pieces while simultaneously deflecting any incoming missiles—this works best while slowing time. Oftentimes the Verdy-Jets act as a checkpoint in the action, and the next batch of enemies does not appear until after they have been destroyed. Making quick work of them is essential if Joe is to meet the time requirements for the scene.



The flying bulletfish are among the most difficult enemies to fend off as they swarm the Six Machine at high speeds and even alter their flight path to home in on their target. The best way to handle the bulletfish is to either Zoom in and spin in circles or rocket forward to rip straight through the lot of them. Either way, it's essential that Joe attends to them quickly, or else they'll overrun the screen and give our hero a super-sized headache!

Joe encounters a lone Cromarty-Bazooka just beyond the first rush of bulletfish. Destroy the birds that accompany this skysurfing gunman, and move into a position just above and to the left of him. Tap the Kick Button twice while slowing down time to drop a pair of deadly bombs right onto his head. Killing this Cromarty-Bazooka is important, as he yields a bottle of unlimited VFX. Grab the juice, then immediately press and hold the L Button to stay in slow-mo until the juice runs out.



Continue fighting the enemies as described above. Eventually, Joe encounters several assorted Cromarties in a stacked orientation. Move to the top of the screen, hold the L Button, and drop a pair of bombs on the uppermost one first. Destroy the entire squad in this fashion to avoid missing any of the Film Canisters of Full Meals that this battle yields.

The effects of Joe's special VFX juice will likely run out as he's dealing with the Verdy-Jets that accompany the first squad of stacked Cromarties. Fortunately, there's more where that came from! A second batch of Cromarties in a similar formation is just around the next cloud. The uppermost one yields another bottle of red VFX juice, and the one directly below it coughs up an L.I.V. Grab the items, then finish off the last batch of Cromarties and Verdy-Jets while using the slowing powers of the VFX to dodge the multitude of missiles and grenades.

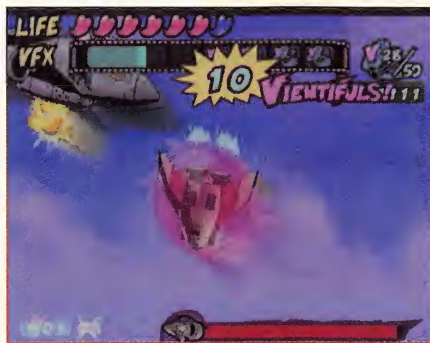


There's only one enemy standing between Joe and the entrance to the underwater city—a Harrier (5000 HP)! The Harrier relies on its guns and missiles to fend off the pesky Six Machine, but Joe's special time-controlling powers inevitably prove too much for the warplane. The Harrier flies in a circular pattern. It first descends in front of Joe while facing him, and then it turns around and ascends off the screen behind Joe. It repeats this pattern until one of the two has been defeated.

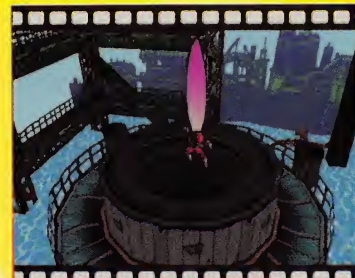
During the first go-around, the Harrier relies solely on its machine guns. Slow down the bullets by holding the L Button, then bounce them back at the Harrier with the energy blaster, while ascending into a bombing position above it. Bombard the Harrier with as many bombs as time permits. If the special VFX juice hasn't run out yet, continue holding down the L Button for extra damage. If operating under normal VFX conditions, salvage the special powers for dodging bullets and opt for tapping the Kick Button repeatedly to drop dozens of bombs in quick succession.



Watch for the Harrier to move off the screen to the left before rising up behind Joe. Carefully dodge its bullets and wait for it to move back in front of Joe. If Joe fails to destroy it during its second descent, the Harrier will begin firing off pairs of missiles. Use the spinning attack to repel the missiles, then hold the L Button down to exaggerate the explosion when the missiles collide with the Harrier. Repeat this pattern until the Harrier has been defeated.



The Harrier gives away the city's entrance, and Joe takes a death-defying leap out of the Six Machine's cockpit and freefalls down into a hatch reaching up above the ocean. On the way, Joe finds four columns of Film Canisters and works carefully to collect them all. He finds the Film Canisters arranged in columns that begin in the middle of the screen, shift slightly to the left, and then lead back to the right. By using double jumps and the Red Hot Kick maneuver, Joe finds that he can cover fair distances in a lateral direction while airborne.



Flight Control

Collecting all 25 of the Film Canisters during the descent from the Six Machine is far from easy, but still possible. Joe needs to remember that he can use the Red Hot Kick to descend at an angle, but he must also know when to cancel the descent by performing a punch. This prevents him from angling too far past the next row of Film Canisters.

INTERMISSION 7

Power-Up Strategy

Provided Joe purchased the Red Hot Kick at the beginning of this episode, there is nothing more for him to purchase at this time. Continue saving all V-Points for the Ukemi.

Film Canister Collection Status

It's extremely difficult to do, but Joe can already have two VFX upgrades, as well as 25 of the 50 Film Canisters needed for his next upgrade.

Just because Joe got to take a break doesn't mean he's done with his incredible freefall. Our hero picks up where he left off—about 500 feet above the underwater city! Joe encounters numerous orange crates, each of which contains a Film Canister, during his downward flight. He also finds that brief usage of his VFX powers makes it possible to pause midair and break each and every one of them, while providing just enough

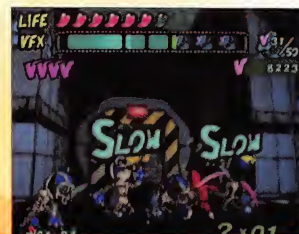


time for his VFX supplies to replenish. First he keeps a straight downward bearing to a ring of crates, which he spin kicks to destroy. Joe veers to the left to collect the Film Canisters located below the ring of crates, but then quickly double jumps into a Red Hot Kick to cross back to the right where the rest of the crates are located.

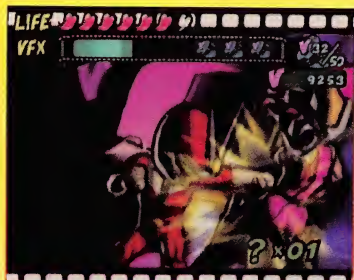
SCENE TWO

Joe must square off underwater against an army of Bianky-Primas, Bianky-Boxers, Rosettas, and finally a pair of Bianco Billies in this scene. He must balance the urge to rack up a big X-Bonus with the need to finish the scene in less than two minutes. To make matters worse, fighting underwater causes enemies to fly farther away from Joe after being hit. It's not uncommon for enemies to float clear across the room after being punched!

Combo the four Bianky-Primas at the start of the battle, then finish them off with Mach Speed punches to speed things along. Rid the room of the Bianky-Boxers that follow in a similar fashion.



Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Hold door's control button down.	2000/120



Things are obviously a bit tougher when the Rosetta appear. Avoid their angled kicks, then Zoom in and punish them with some slow punches to the midsection. Gather up the Cheeseburgers they drop and prepare for the Bianco-Billies.

Uppercut a bullet at one of the Bianco Billies to confuse him, then punch him toward his partner to start the combo. Destroy the final enemy quickly by either Zooming in and slow punching him or by Zooming and jumping toward him.



When the last baddie has been destroyed, a remote control appears. Bring this device back to the room on the left where it automatically signals the hovering platform. Return to the right (slow down the propeller on the platform to get it through the doorway) and lead the platform into position above the switch on the floor.

Quick Moving Joe

Joe might be a superhero, but he certainly isn't faster than a speeding bullet when he's hoofing it from A to B. Use the Red Hot Kick to cover ground more quickly. Leap into the air, perform the Red Hot Kick, then double jump out of the kick and repeat. This might not sound like much, but a few seconds may spell the difference between a Viewtiful ranking and an Awesome one.

The platform locks into position above the switch, but it can still be moved up and down. Jump aboard the platform and use the Mach Speed power to rise up to the surface of the water. Double jump into the air while angling slightly to the left. It's hard to see, but Joe will find a pink crate that he can bust open to receive a red bottle of unlimited VFX. Return to the ground floor and slow the propeller down so that it continues to depress the switch while Joe runs through the door. Hold the L Button until Joe enters the next room, or else it will immediately shut.

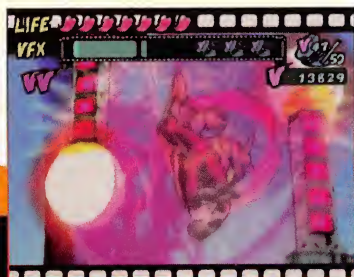
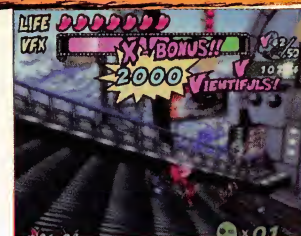


SCENE THREE

The bottle of unlimited VFX comes in handy when fighting the Diver

Biankies. Unlike their meeker counterparts on land, the Diver Biankies are capable of surviving the first combo attack, so it takes slightly longer to destroy them. The Diver Biankies only appear two at a time, so it's important that Joe not scatter them too much or else he'll waste time chasing them down. Aim to uppercut them into the floating signs above the ground to keep them in one place.

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Diver Bianky x6	650/40



During his battle against the Diver Biankies, Joe notices two pairs of switch poles that appear to have come close enough to be hit simultaneously with a series of spinning kicks. On a hunch, Joe leaps into the air, times his Zoom appropriately, and manages to kick both of the poles at the same time. Much to his pleasure, each pair of switches yields a large pink crate when activated—the first containing an L.I.V. and the second revealing another red bottle of unlimited VFX. Best of all is the fact that Joe didn't waste any of the director's time by collecting these bonuses during a scene!

SCENE FOUR

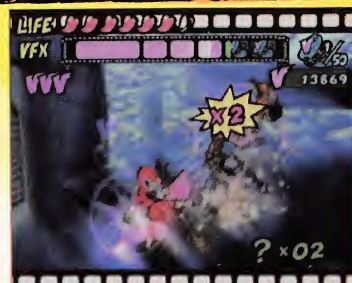
This room contains a pair of mechanical guards that rotate in place above the floor and electrocute any trespassers. To make matters worse for Joe, the guard's lightning-esque attacks grow in size whenever he uses his power to slow the environment. Although it's possible to leap above the guards and Zoom in during the descent to smash them to pieces, this is a risky proposition at best. The single best way to deal with these torturous devices is to let the Diver Biankies do Joe's dirty work for him.

Remain near the entrance to the room and wait for the Diver Biankies to approach. Confuse the first of the pair, then land an uppercut to get him out of the way. Hold the L Button down to start the combo before taking a couple steps toward the second Diver Bianky, then kick him in the head. This sends him flying on an angle, right into the first of the two mechanical guards. Continue holding slow while the mech is destroyed, and gather up the Viewtifuls and the Cheeseburger that fall to the ground.

With any luck, the Diver Bianky will still be alive. Run up the sloped floor and kick this poor chap a second time. Be sure to continue holding the L Button for the combo and watch as the Diver Bianky flies into the second guard. Of course, this is a best-case scenario, and it won't always happen so perfectly. Should the second guard mech withstand this attack, simply stay away from it and wait for a second pair of Diver Biankies to arrive on the scene, then use them in a similar fashion.



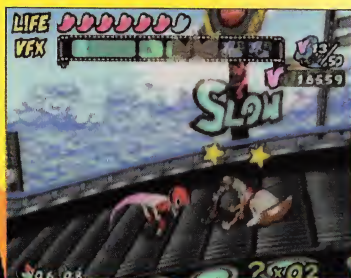
Joe takes advantage of the guard-less room and gains some additional points by beating on the Biankies-comes-lately. Another perk to having the room to himself is the ability to collect the many Film Canisters located near the ceiling, above where the guards were positioned. Joe knows he has a city to save, but he's never been one to pass up a chance to strut his stuff!



SCENE FIVE

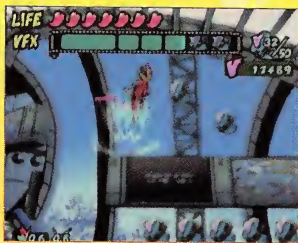
This scene is almost exactly like the previous one, only it's much more difficult! Now, instead of kicking around hapless Diver Biankies, Joe must dodge schools of piranhas and bulletfish while finding a way to blow up the mechanical guards with a gun-toting Bianco Billy.

The first thing Joe must do is to remove the aquatic threat. Stay near the entrance to the room and Zoom Drill to deflect the fish as they approach. Zoom and leap into the air, Zoom out briefly, and then Zoom Drill. Once the fish are all defeated, it's time to take on the Bianco Billy.



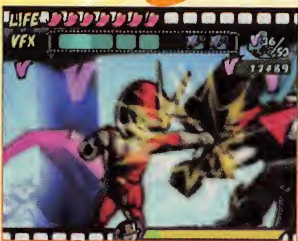
Stand downhill of the guard mech and wait for the Bianco Billy to leap into the air and fire his guns. Rush forward and uppercut the bullet back at him to knock him to the ground. Depending on where he lands, Joe will be able to either kick or uppercut him right into the guard mech. Hold the L Button down as if Joe was going for a combo to exacerbate the damage caused by the Bianco Billy. Repeat this procedure with the second Bianco Billy to destroy the other mechanical guard.





Joe knows he is getting close to disabling the bomb that the Jadow had planted in this underwater city. He pushes on to the next room and collects the Film Canisters located above the floating platforms. And then a slot machine appears out of nowhere...

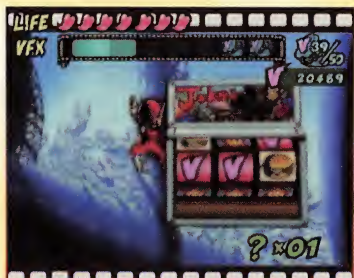
SCENE SIX



Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Get keycard to disable bomb.	2800/80

Joe knew he'd have to overcome one more obstacle before disabling the bomb, and here it is—a Joker! Step down off the floating sign, and leap up while standing underneath it to meet the Joker mid-flight. Zoom in and start punching while holding down both the L and R Buttons.

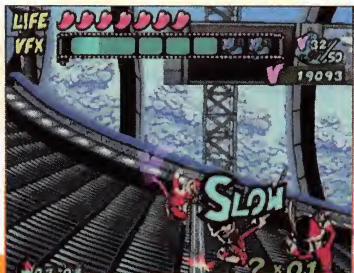
Drop back to the ground and follow the Joker closely. Watch for him to leap into the air, then quickly Zoom and jump while moving in slow-mo. This not only deflects any bullets he shoots at Joe, but it also leaves him hurting considerably. Stay hot on his trail, and don't give him a chance to throw any tokens into the slot machine or else Joe will be carpet-bombed.



Once the Joker is defeated, Joe must merely get the key card from the slot machine. The best way to approach this task is to leap into the air and press the L Button to slow down the wheel just as Joe begins to fall past the machine. It takes some practice, but before long Joe is 2000 V-Points richer and the owner of a shiny key card. Bring the key card to the control panel on the right-hand wall to disable the bomb and complete the scene.

When the bomb was disabled, all of the water in this underwater city drained out of the corridors, and an air lock opened back near the city's entrance. There's no telling where the water went, but it's very obvious where Joe must go! Whoever set that bomb is likely to be hiding behind that door—Joe must backtrack through the three previous rooms to reach that door!

SCENE SEVEN

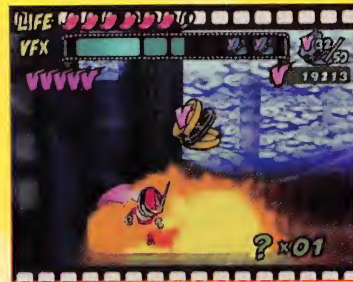
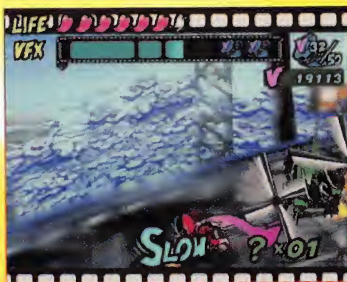


Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Survive enemies in three previous rooms.	3800/300

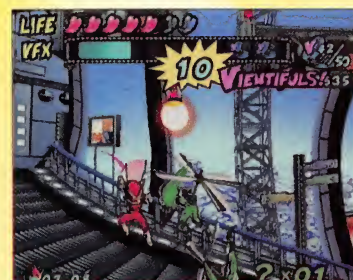
Joe is met by three angry Red Leaders the moment the bomb is deactivated—and these aren't the only enemies he encounters on his way to the newly opened hatch! Although it's possible to sprint through all of the rooms to move things along at a quicker pace, the director has allocated five minutes to this exciting scene, so he wants to see action... and plenty of it! Action!!!

Double jump up onto the floating signs to traverse the uphill portion of the room—Joe will have an easier time dodging the Red Leaders' attacks from an uphill position. Combo the Red Leaders to start the scene, then allow the VFX meter to fully recharge before entering the room to the left.

The conveyor belts on the floor carry an endless supply of land mines from left to right across the room. To make matters worse, the yellow mechanical guards are back in place, too! Use Mach Speed to sprint across the land mines before they explode. These mines emanate from a device on the far side of the room. Get behind it, then Zoom and punch to destroy it (Joe receives a yellow Film Canister for doing this). Now the floor is safe for Joe to walk on.



Stay near the left-hand exit and wait for a Verdy-Chopper to fly nearby. Leap up and knock it down. Once it has been grounded, get it confused by dodging its attack, then kick it at the guard to destroy it—this is how Joe is going to get all of those V-Points he needs for a Viewtiful ranking! Do this with the other yellow guard mech, then beat up on the other Verdy-Choppers for some extra points. The next room is exactly the same as this one, so repeat these tactics for continued success.



The final room that Joe must cross through on his way to the secret area is unlike the previous two. This room contains only a single mechanical guard, and it just so happens to be located directly over the landmine machine at the far left-hand side. Take the high road through this room by leaping from sign to sign while battling the Verdy-Choppers. Take out the guard with a Verdy-Chopper, then obliterate the landmine machine on the way to the scene's finale.

Don't Slow Down

It's possible to destroy the landmine machine while the yellow mechanical guard is still in place, so long as Joe doesn't use his slowing powers while he Zooms and punches. The slowing effects elongate the electric shock of the guard, and knock Joe on his backside faster than he can say, "Henshin a go-go, baby!"

INTERMISSION 7

Power-Up Strategy

Purchase any Cheeseburgers that Joe might need to top off his life gauge, but otherwise continue saving V-Points for the Ukemi. Joe should be close to having enough points to make this purchase.

Film Canister Collection Status

Expert superheroes may have already collected all the Film Canisters in this level. Those who didn't, however, need not worry, because Gran Bruce can be soundly defeated with just three of the five VFX upgrades.

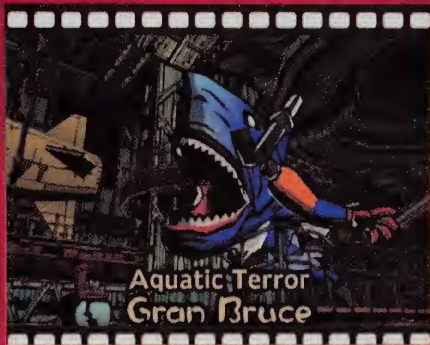
SCENE EIGHT

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Boss Battle	Defeat Gran Bruce (5000 HP).	600/120

At first glance, the enormous room seems empty, but after leaping across the numerous ledges to the far side, Joe is met by the Aquatic Terror; Gran Bruce. For some strange reason, Gran Bruce informs Joe of the submarine that is heading for the Jadov's underwater hangout. Gran Bruce doesn't think this information will help Joe, because he expects our hero to die. He obviously hasn't seen the previous episodes!

Boss Battle

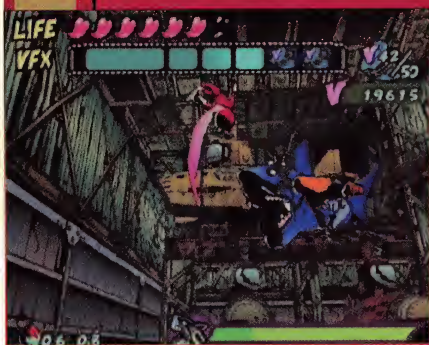
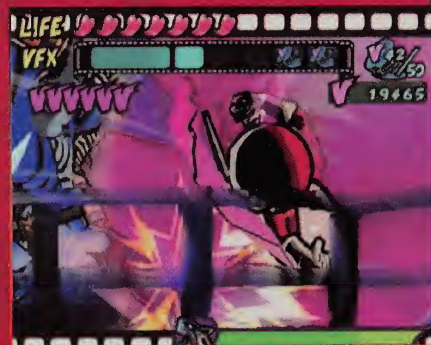
BOSS ATTACK	DAMAGE INFLICTED
Debris	1 Heart
Fish	1 Heart
Mines	1 Heart
Tail Swipe	1 Heart



Gran Bruce has several attacks that he can use, and most of them involve him spitting things at Joe. Sometimes it's explosive garbage he accidentally ingested while swimming near the ocean floor, other times it's entire schools of piranhas or bulletfish. And yet

there are still other occasions when he actually spews forth nearly a dozen floating mines. Of course, Gran Bruce also has some physical attacks for Joe to worry about, most notably his enormous pair of chompers. Should Joe get trapped in between those jaws, he'll have to shake wildly to free himself or else he could be stuck there forever!

Despite all of these hazards, Gran Bruce is not one of the Jadow's more terrifying commanders, and he can be defeated rather swiftly if Joe uses the proper attacks. As soon as the battle begins, Gran drops down to the left of Joe and smiles at him for a moment. Quickly Zoom in and begin a series of slow spin kicks. These attacks can deliver enormous damage to Gran. He eventually twirls his tail rapidly, creating a whirlpool. Immediately stop the spin kick, and use the Mach Speed power to run away from him.

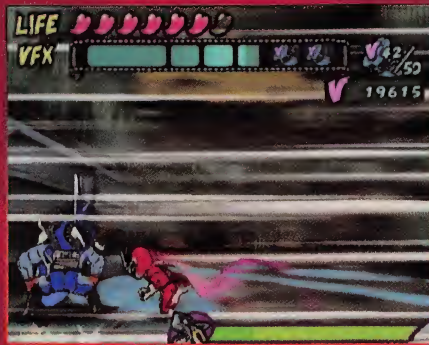


Gran Bruce usually turns and starts flying around the arena next, while biting the air in hopes of chomping down on Joe. Lead him to either the left- or right-hand areas and use the ledges there to evade his bites. Gran Bruce flies straight toward Joe's location, and does not stop until he gets there. This makes it easy for Joe to leap from a high ledge to a low ledge while avoiding the ferocious carnivore of the deep.



The Aquatic Terror, Gran Bruce

After four failed attempts at biting Joe, Gran Bruce becomes fatigued and pauses to catch his breath. This is Joe's big chance to really lay a hurt on him. Sprint toward the boss, then Zoom in and start punching him nonstop while holding down both the L and R Buttons. This technique not only gives Joe the added power of slow-mo, but also allows him to punch at a slightly faster rate, thanks to the Mach Speed effect.



Unlike the other monstrous boss characters that Joe has faced, Gran Bruce has the ability to regain his diminished energy by diving back into the water and taking some deep breaths. Joe must keep close tabs on Gran's whereabouts, and watch for him to take a rest in the water. If he does this, Joe must immediately head over to him and repeat the Zoom and punch attack to counter Gran's rehabilitative efforts.



The Aquatic Terror will likely resort to his bulletfish and mine attacks after being reduced to his final bar of health. The bulletfish are a nuisance that Joe must avoid, but the mines are actually a welcome sight for our hero. Gran precedes any regurgitations—whether they be explosive or fishy—by spinning in place on his tail. Evade the fish as necessary, but quickly run toward a mine if they appear. Stand beside a mine on the opposite side of Gran Bruce and wait for him to start his biting attack again. He'll swim straight into the mine and lodge it between his jaws. Rush toward him and slow-mo punch the mine in his mouth to trigger the explosion. Continue holding the L Button until the explosion is over to finish off Gran Bruce.



VIEWTIFUL RANKING SAMPLE

Grades	Rank	Episode Bonus
AVVVVVAV	Viewtiful	5,000

THE VIEWTIFUL ESCAPE



JOE'S ADVENTURE BEGINS...



EPISODE 4:

THE VIEWTIFUL ESCAPE



EPISODE SUMMARY

Joe wasted no time after defeating Gran Bruce, and immediately hitched a ride on the Jadow submarine as it left the underwater city. It might be headed toward their secret hideout, but it could also be a trap! Are his attempts to save Silvia going too far? Is Joe in way over his head? There's only one way to find out!

Power-Up Strategy: Purchase the Ukemi as soon as possible; it comes in handy during the climactic ending to this brief episode.

Scene Total: 6

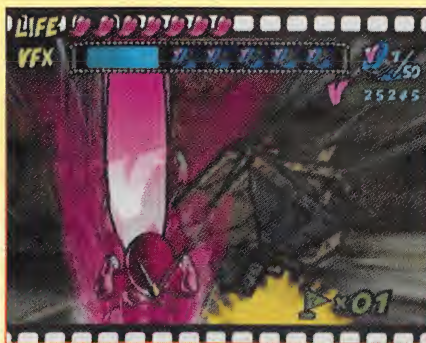
Save Point Location: Following Scene Two.

SCENE ONE

Joe enters the submarine through a torpedo chute, and must dodge these enormous missiles while making his way across the deck to a corridor leading to the deck above. There's also a hovering platform near the entrance, but he must first find the remote control before he can make use of it.

This scene has a very short time limit, so Joe needs to execute each and every move with precision to score in a Viewtiful way. Start the search for the remote control by leaping over the first trench in the floor, double jumping up toward the platform to get the Film Canisters, and then Zooming in during the descent to smash through the cracked and glowing floor below. Joe finds additional Film Canisters in this hidden trench, but more importantly, he can wait for the first missile to pass overhead. Beat up the Bianky-Sailors that leap into the trench to score the requisite V-Points, then continue to the right.

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Checkpoint	Use hovering platform to reach bridge.	40/50

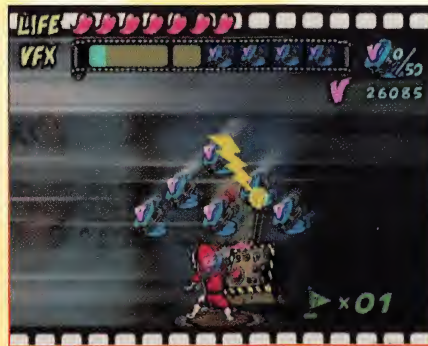


Break through the cracked patch of ceiling to grab the Film Canisters there. Joe can find many more near the ceiling, but be sure to avoid the oncoming torpedo—if the ceiling is raised, Joe can run along the top of it, and then double jump over the flames. Break through the next cracked portion of flooring to grab the remote control. Now Joe has to make it back to where the hovering platform is located.



Drop into the first trench to the right of the platform's storage position and quickly slow down the motion of its propeller to make it drop out of the path of the incoming torpedo. Continue to press and release the L Button to avoid running out of VFX before the torpedo passes.

Leap into the air and perform multiple Red Hot Kicks to cover ground faster. Drop into the second trench on the floor and once again use the slow-mo powers to keep the platform from being crushed by the torpedo.

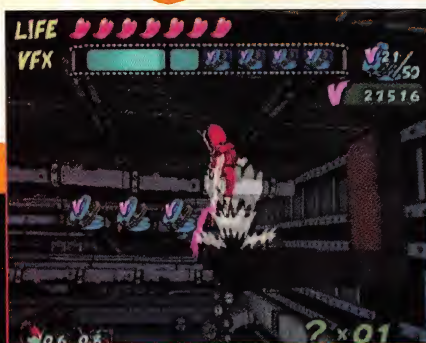


Just past the submarine map is a vertical shaft leading up to the bridge. Wait for the next torpedo to pass from the safety of the third trench, then move the platform into position and use Mach Speed to ascend to the checkpoint location on the ledge above. Joe should gain enough Film Canisters during this part of the scene to gain his first VFX upgrade.

The first of two heavy metal gates opens for Joe, and he is immediately swarmed by a group of hostile Verdy-Jets. Just beyond the second gate is a large switch and another hovering platform. Joe patiently waits for the platform to move directly over the switch, then uses his slow-mo ability to drop the platform onto the switch, which in turn, opens the second gate. While all this is going on, Joe Zooms in and spin kicks the Verdy-Jets and their endless stream of missiles. Once the coast is clear, Joe ascends the shaft on the left via the platform and follows the trail of Film Canisters to the bridge. In a display of grace and power, Joe Zooms and jumps toward the fence on the ceiling, and rips a hole straight through it. He has arrived!



SCENE TWO



Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Flip submarine upside down.	200/25

Leap up through the hole in the fence, while angling toward the right to land on the ledges there. Quickly leap toward the ceiling to collect the Film Canisters, and sprint to the left.

A yellow brute known as a Gelby leaps onto the platform from seemingly out of nowhere. He apparently knows what Joe is up to as he is carrying the steering wheel for the submarine! If our hero hopes to complete his mission, he must destroy this Gelby first!

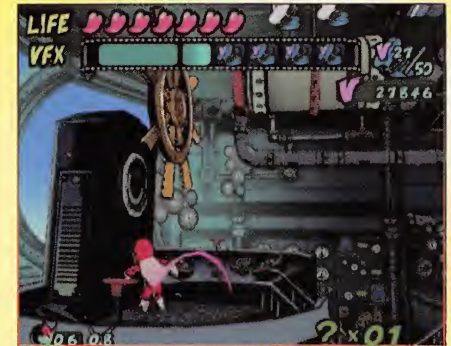
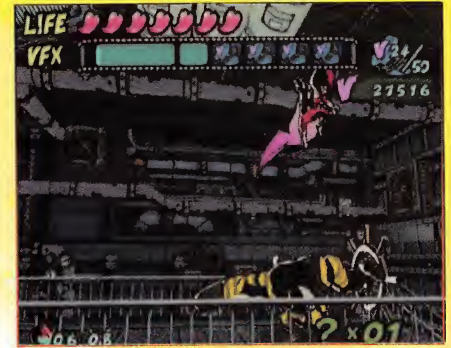
Defeating a Gelby certainly isn't as simple as besting a Bianky, but Joe will come out on top, nevertheless, as long as he identifies the Gelby's three basic attacks. The first step is to get good and close to the Gelby to keep it from throwing baseballs at Joe. The Gelby's weakness is its backside, so Joe must get behind it. The only way to do this is to allow the Gelby to make the first move, dodge it, and then strike fast and hard when it's looking the wrong way.

The Gelby's primary attack is a nasty right cross that starts by reaching far back behind its body. Press the L Button to slow its movements down a notch, then quickly jump over the Gelby while it throws its punch. Zoom in and start punching its back to defeat it. The Gelby's other option in battle is to leap into the air and spin like an electric buzzsaw. Joe can dodge this attack simply by squatting down. The Gelby soars over Joe's head and lands facing away from Joe, leaving its weak spot completely vulnerable.

Once Joe defeats the Gelby and lays claim to the steering wheel, all he has to do is put it in its rightful spot. Run to the left and jump up the steps to take the helm. As soon as this is done, Joe automatically gives the wheel a good hard spin and inverts the submarine into an upside down position.

Joe had quite a fight on his hands with the Gelby, and he deserves to take a brief break from the action. Look around the bridge for any missed Film Canisters—several can be found to the left of the steering wheel, but Joe can't hang out on the bridge

forever. He must head back down, err, upstairs to stop the torpedoes from firing. Joe retraces his steps, albeit in an upside down kind of way, as he leaps back through the hole and continues toward the vertical shaft to the left.



INTERMISSION 7

Power-Up Strategy

Purchase a batch of Shocking Pink and Voomerangs, if necessary. Also purchase the Ukemi if possible; otherwise, continue saving V-Points to use during the second intermission.

Film Canister Collection Status

Joe should have one VFX upgrade and 37 of the 50 Film Canisters needed for a second upgrade.

SCENE THREE



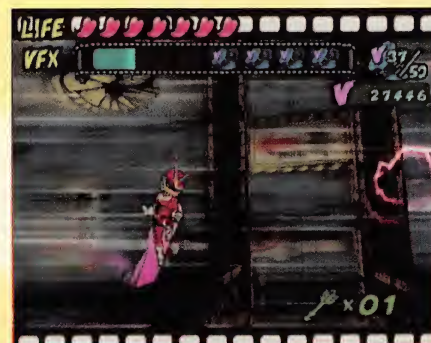
Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Key	Find key to torpedo launching room.	1500/180

Joe leaves the bridge and finds his travels blocked by a spark-spewing mechanical guard, and there are no enemies to kick into it. Fortunately, Joe has a Voomerang to use. Stand to the right of the mech and toss the Voomerang at it, making sure to press the L Button for extra damage just as the Voomerang curves upward toward its mark. Hop aboard the hovering platform to ride up to ledge above.

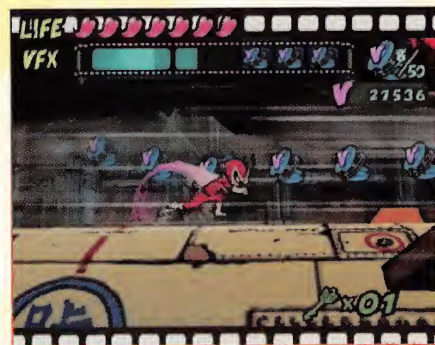
Another mechanical guard is located on the other side of two metal gates. Wait for the hovering platform to position itself below the switch on the ceiling, then use Mach Speed to make it rise up and press the switch. Continue holding the R Button and jump over the gate while it's open. Use another Voomerang to destroy the mech, then ride the second platform up to the deck above.

**on
your
own
TIME!**

The main deck contains numerous enemies off to the left that not only yield Film Canisters, but an L.I.V., as well. Joe has plenty of opportunities to show them how Viewtiful he is later on—there's not enough time in this scene to worry about them now!



Make sure a torpedo hasn't been fired before leaping off the hovering platform to the right. Carefully gather the assemblage of Film Canisters, then drop into the trench. Use a Voomerang to destroy the mechanical guard for some extra Viewtifuls and continue on.

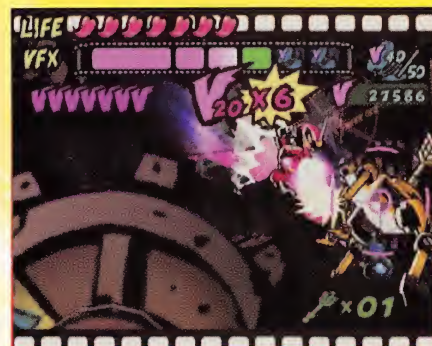


The torpedo auto-loader is located just up ahead to the right. Wait for a torpedo to slide upward from below, and then use the Mach Speed ability to spring across the top of the torpedo to the right-hand side. Drop down two ledges and sprint back to the left. Drop down to the floor through the two ledges on the left and sprint all the way to where the Bianky-Sailors are on the right-hand side.

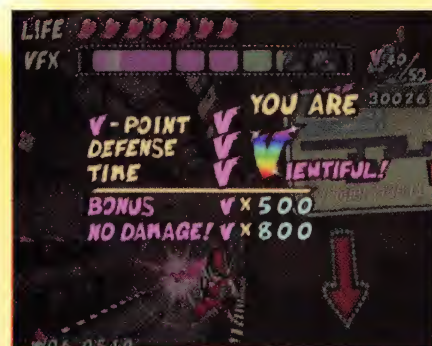
Multiple Bianky-Sailors attack here, and if Joe hopes to get enough V-Points to satisfy the scene requirement, he must destroy each and every one of them. Get to the right of the first Bianky-Sailor that appears, and dodge his attack.

THE VIEWTIFUL ESCAPE

Use a series of Mach Speed punches on him to break open the pink crate in the distance. This gives Joe a bottle of unlimited VFX. Use this super juice to combo all of the Bianky-Sailors, and continue to hold the L Button down while running to the right. Leap up and over the wheel toward the cogs, and punch the lower cogs when the "Stop" sign rolls into view. This naturally causes them to stop. Joe needn't worry about stopping the cogs on the ceiling. Continue holding the L Button to remain in slow-mo while crossing the cogs toward the Gelby in the distance. Punch him three times to increase the X-Bonus and to get the key to the gate behind him.



Joe has found the entrance to the torpedo launching room! He's also likely worked up quite a hunger. Luckily for him, there's a Cheeseburger inside the orange box in the upper-right hand shaft beyond the door, as well as two more in the passage down below. Drop down the hole in the floor; run past the orange crates, and then descend once again to the control room.

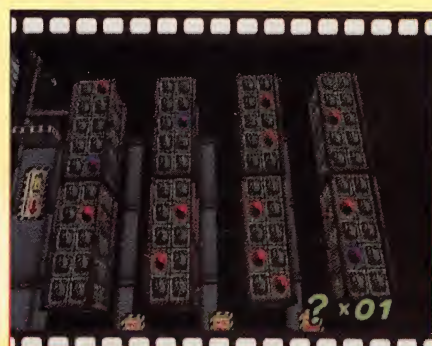
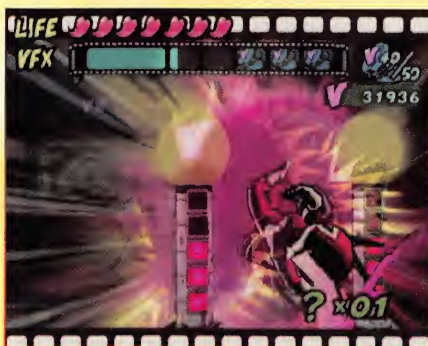


SCENE FOUR

First things first! Joe must defeat the Gelby and the pair of Verdies so he can work undisturbed. Run up to the Gelby and let him make his move. Once he does, destroy him with a few Zoomed punches. With the Gelby out of the way, Joe can leap into the air and take out the Verdies.

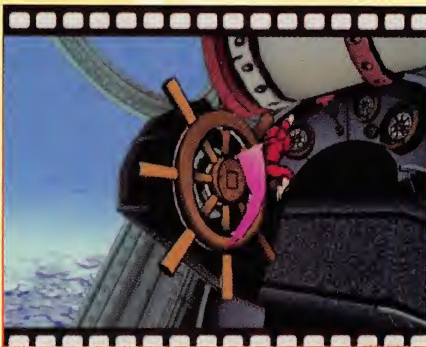
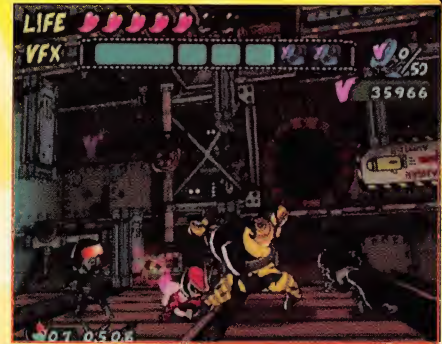
Now that the main threat has been eliminated, it's time to disarm the torpedo launching system. Leap between the two switch poles and spin kick them simultaneously to activate the disarming mechanism. Pay close attention to the three torpedo pods that are shown in blue—Joe must leap up and punch or kick each of those three pods to disable the system. Should he turn off an incorrect pod, he'll be forced to activate the switch again and start anew.

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Turn off torpedo launching system.	600/45



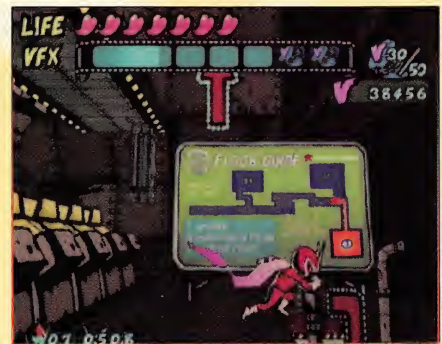
The arrangement of the active pods is random, as are the three that are chosen for deactivation. In other words, Joe gets a different set of pods to disable each time he triggers the switch. The correct pods are visible for only about two seconds, so make sure to pay close attention. Work from right to left in order to save time, and use Joe's slow-mo powers to make sure that Joe has to leap only once for each pod. Using Mach Speed helps him descend faster after he hits the correct pod.

Joe has a long way to go before his next scene begins. First he must retrace his steps back across the cogs, up through the torpedo loading system, and back to the bridge. He recognizes the fact that he's not on the clock, and takes the opportunity to double-back all the way across the main deck of the submarine to where he first arrived. Along the way, he uses numerous Voomerangs and Shocking Pinks to disable mechanical guards. Joe also uses the Cromarties, Verdies, and Gelbies to earn healthy X-Bonuses! Better yet, our hero finds even gains an L.I.V. for his troubles.



After battling the leftovers on the main deck, Joe must return to the bridge and right the submarine. Fortunately, the signs are still readable so he can get there rather uneventfully. Joe gives the till a good swift kick and before he knows it, his world is right side up once again. Joe grabs the Full Meal from the orange crate behind the helm, then retraces his steps to exit the bridge—it's time to head to the engine room!

Now that the torpedoes have been stopped, Joe can continue progressing to the right on the main deck. Unafraid of the danger that lurks in the engine room, Joe ascends the torpedo loading system one final time and battles past three Gelbies en route to his final destination.



INTERMISSION 2

Power-Up Strategy

Purchase the Ukemi and an extra batch of Voomerangs. Save all other V-Points for the Level Three Mach Speed upgrade.

Film Canister Collection Status

Joe should have three VFX upgrades, and 30 of the 50 Film Canisters needed for the next upgrade.

SCENE FIVE

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Boss Battle	Defeat Another Joe (4000 HP).	900/200

Joe reaches the engine room of the submarine and finds himself face-to-face with a mirror image of himself. This mysterious creature shares all the same physical traits as Joe with one exception—he doesn't talk much. After his attempts at small talk fail, Joe realizes that Another Joe only wants to fight. And fight they do, with the loser agreeing to don a yellow costume.

Another Joe

Boss Battle

BOSS ATTACK	DAMAGE INFLECTED
Physical attack	1 Heart
Clone attack	1 Heart
Six Machine	1 Heart
Electric floor	1 Heart



Another Joe is just like Joe in almost every way. The main exception, however, is that this strange clone also has the ability to duplicate himself into many *other Joes*. Joe comes to see that his counterpart has two varieties of clones, as well as a repertoire of physical attacks that rival those he's learned from Captain Blue. And if that wasn't bad enough, the imposter even has his own little red spacecraft that he calls the Six Majin!

The first thing to do when the battle begins is to collect enough Film Canisters to gain the fourth VFX upgrade. Run and jump from ledge to ledge while circling clockwise around the generator. Keep an eye out for Another Joe, and don't pass up any safe opportunity to Zoom in and slow punch him or even to use the Zoom Drill attack. Beware of the electrical force field on the floor, and return to the fenced flooring at the end of the generator once the fourth VFX upgrade has been earned.



Bombproof Tactics

The Six Majin continuously flies around the generator, dropping numerous bombs down onto the arena. There is one safe place for Joe to stand, however, and that's on the chain link fence at the end of the generator where there are no ledges overhead. Joe should make a conscious effort to avoid straying from this position during the battle. It's better to just let Another Joe come to him. Also, by staying in this position, you can predict the type of attack coming up based on the in-game camera's level of zoom. Joe can destroy the Six Majin to gain a Cheeseburger during the battle.

Once on the fenced flooring, take note of the level of zoom that the in-game camera takes. If the camera is zoomed out wide and the entire arena is visible, Another Joe will soon be preparing a clone attack. There are two types of clones that Joe must watch for. The lesser variety looks just like Joe and Another Joe. These clones fly in a circle around Joe and gradually move in closer toward him. They can be repelled rather easily by leaping into the air and performing slow spin kicks over and over until each of them commits self-destruction by straying too close to Joe's mighty feet.

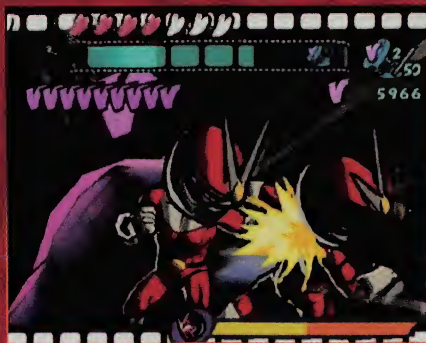


The other type of clone turns a deep red from head to toe, and is much more deadly. These clones attack in quick succession, coming from multiple heights and angles, and try to latch onto Joe. They are capable of piling onto our hero and inflicting serious harm to him if he's not careful. Although the slow spin kick attack works to fend off this type of clone, as well, it's always good to throw a Voomerang at them first. This helps reduce their numbers.



Joe can escape damage even if a lone clone manages to kick him to the ground. Zooming in at the instant before Joe's body hits the ground from a knockback triggers the Ukemi ability, and Joe gracefully catches himself and avoids taking damage.

Although using the Voomerang and the spin kick against the clones is a good way to whittle down Another Joe's energy reserves, it's not the primary way of damaging him. Between clone attacks (usually following every second attack of the clones) the camera zooms in close and Another Joe appears right beside Joe. Watch carefully to see whether Another Joe is going to attack high or low, then quickly dodge it. Follow this up by Zooming in and performing a series of punches while holding down both the L and R Buttons. Joe can land five punches in this manner before Another Joe counters with a spin kick. Although Joe auto-dodges the spin kick if he has enough VFX left, this consumes a great deal of his juice. He can get around this by performing a spin kick of his own immediately after the fifth punch. This leaves him with enough VFX to remain in Viewtiful mode.



MULTIPLICITY

Beating up on the clones doesn't just earn Joe a lot of V-Points, it also goes a long way in diminishing Another Joe's energy. It must be noted that the only way to actually defeat Another Joe is by striking him directly for the final blow. Destroying the clones will not finish Another Joe off, even if all he has left is a sliver of energy.

Another Joe

Just as Joe delivers the finishing blow to Another Joe, a strange man in purple appears momentarily. Moments after this mysterious person flies off, the submarine is hit with a torpedo and is tilted vertically in the water. It might be customary to go down with the ship, but Joe still has to save Silvia! This is no time for maritime traditions... *Run!*



SCENE SIX



Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Time	Escape sinking submarine in 600 seconds.	100/100

Break open the orange box for a Full Meal to replenish any energy lost during the battle against Another Joe, then run to the right and leap up the vertical shaft while using the cogs as ledges. Continue upward to the torpedo chamber.

Hold the L Button and uppercut the unarmed torpedo to lift it up off the ground. Once its base reaches the very top of the screen, release the L Button and use Mach Speed to spring underneath it as it falls back to the ground. Do the same for the second torpedo to the left.



The third torpedo is actually armed and ready for fire, only it can't get enough thrust given the submarine's newfangled orientation. Use Joe's slowing powers to allow the thrust to build up, then jump under the torpedo toward the orange box on the far side. Break open the box to get the L.I.V. inside, then wait for the torpedo to come back down. Help it build up enough thrust to lift higher into the air again before crossing back to the right.

Ascend the ledges alongside the torpedo, then hop onto its nose to catch a ride. Slow down the thrusters to build up enough force one last time, and then ride the torpedo up to the ledges high above the ground. Break the orange boxes on the way up to gain extra V-Points.



Joe must now leap from ledge to ledge while dodging numerous laser traps. Wait for the lasers to fade at the outer reaches of the room before making your move. It takes perfect timing and creative use of the double jump to get through this field of lasers unscathed, and even then it takes a bit of luck, as well. The good news is that Joe can use the Ukemi to catch himself if a laser trips him up. This not only helps preserve his energy, but he also gains V-Points in the process! Finally, a quick squeeze of the L Button makes Joe auto-dodge the lasers should one get too close. Continue ascending this area of the submarine, then leap into the water at the top to complete the scene.



VIEWTIFUL RANKING SAMPLE

Grades	Rank	Episode Bonus
AVVVVA	Viewtiful	5,000

An action packed film from
the director of Devil May Cry

Midnight Thunder Boy



EPISODE 5: **MIDNIGHT THUNDER BOY**



EPISODE SUMMARY

Joe escaped the doomed submarine by the narrowest of margins and after a long swim back to shore, he's on the prowl once again. Night has fallen across Movie Land, and the Jadow's mechanical monstrosities are looking high and low for Joe. Should he survive the Biankies and Cromarties, our hero will have to face numerous Harriers and Tanks in what is sure to be an unfair fight... for them that is! No machinery is too powerful for Viewtiful Joe!

Power-Up Strategy: Save all V-Points until the first intermission when Joe can afford the Level Three Mach Speed upgrade.

Scene Total: 8

Save Point Location: Following Scene Six.

The streets of Movie Land certainly look different at night and Joe decides that it's best to inspect the area to the left of his manhole entry point before moving on. After advancing slowly so that the land mines don't detonate under him, he brawls with a pair of Gelbies and gains an L.I.V. from one of them! Back to the right, Joe pads his wallet by beating on a gang of various Jadow foot soldiers, then forges ahead to the right, only to find his path blocked by an enormous tank.



SCENE ONE

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Mini-Boss	Defeat the Tank (3000 HP).	380/50

DUCK!!!

Be sure to hold Down on the Control Stick when the Tank fires during the brief cut-scene, because the bullet it fires could hit Joe if he's standing upright. Joe can duck any bullet fired by the tank if the need arises.

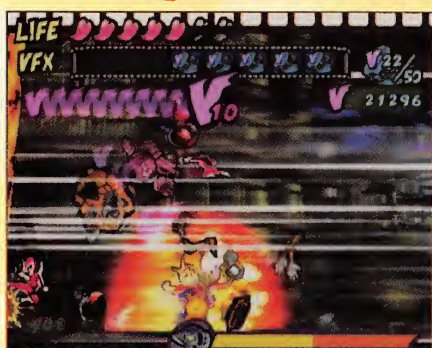
The Tank may look menacing, but Joe can defeat it in a very methodical manner, thanks to the Tank's pre-attack warning beep. The Tank beeps and turns a deep red just prior to firing one of its massive artillery shells at Joe. This gives Joe plenty of time to hop into the air and slow the shell down. One straight punch is all it takes to send the shell right back at the Tank. Joe can make the shell do extra damage by using his slow-mo powers.

The good thing about being a Viewtiful superhero is that Joe needn't wait for the Tank to make the first move. An endless stream of Biankies pop out of the lid of the Tank to provide an extra challenge. However, the Biankies actually give Joe even more ammo to use against the Tank. Joe can confuse the Biankies by dodging their feeble attacks before punching them in slow-mo right back at the Tank.

Defeating the Tank isn't a terribly difficult challenge, but the limited size of Joe's VFX meter does require you to limit use of the time-controlling powers. Joe can gain a batch of Shocking Pink bombs from the pink crate in the distance by attacking the Biankies with Mach Speed punches. Additionally, Joe must make sure to either leap off the Tank or uppercut a Bianky to collect the Film Canisters high above the ground.



SCENE TWO

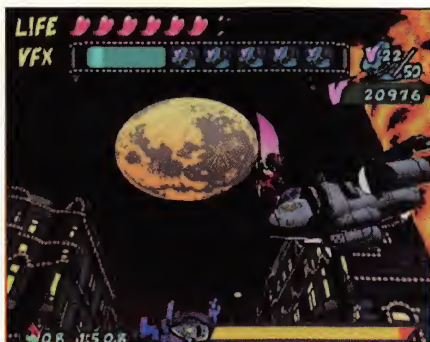


Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Key	Obtain key to manhole cover.	2000/120

Joe bested the Tank, but now it's time to see how he stacks up against a Harrier (3000 HP)! Not only will the Harrier swoop back and forth overhead firing its machine guns and homing missiles at Joe, but it also deploys squads of Cromarties that attack Joe with reckless abandon.

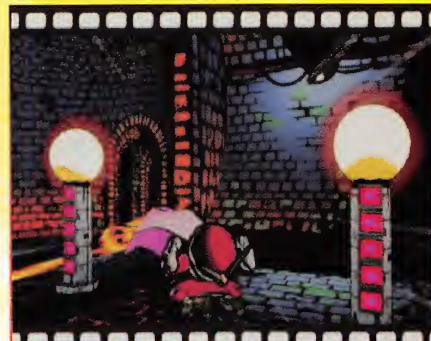
The limited size of the VFX meter poses a challenge for Joe in this scene, since he really needs to use his slowing powers to stay airborne and spin kick the missiles back at the Harrier. Fortunately for Joe, the pink crate to the left of the manhole contains a red bottle of unlimited VFX. Joe needs to isolate a single Cromarty, confuse him, and then attack with Mach Speed punches to get the special juice out of the box.

Once Joe has the unlimited VFX, he can then concentrate on the Harrier. Leap into the air, Zoom in, and perform multiple slow spin kicks while remaining airborne just below the Harrier. The spin kick damages the craft, while also deflecting any bullets or missiles back at it. Make sure to stay under the Harrier to avoid being carried into the lava geysers that frame the arena. The only time Joe should leap onto the Harrier is when he's trying to collect the Film Canisters located high above the ground on the right-hand side of the area.



Once the Harrier has been defeated, drop to the ground and look for the key. It's either lying on the ground to the right of the manhole or one of the Cromarties is holding it. Beat the key out of their possession if necessary, then jump between the barricades to unlock the entrance to the sewer.

Joe descends into the lava-filled sewers under the urban jungle and soon encounters a pair of switch poles that are too far apart to spin kick. After a brief scratch of his head, Joe realizes that he can leap into the air and Zoom in during the descent to smash the ground. The shockwave is wide enough to rattle the poles, and after a couple attempts he unlocks the entrance to the caverns far below Movie Land.



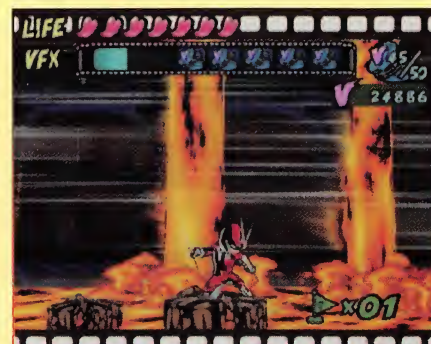
SCENE THREE



Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Checkpoint	Navigate through sewers to distant flag.	70/100

Jump over to the Film Canisters and fall straight down to land on the brick walkway, and not in the lava stream. Carefully gather the other Film Canisters while descending toward the pink crates on the floor. Get the Cheeseburgers from the two pink crates, then pause and study the situation.

Joe must cross an enormous lava lake—preferably without getting scorched—and the only things to help him are a few drippy pipes near the ceiling. Joe must use his slowing powers to make the water drips build up into enormous water bombs, large enough to cool the lava into solid rock. Leap into the air to watch for a drip to form, then hold down the L Button until the VFX meter runs dry. The water freezes the lava below it long enough for Joe to leap onto it and prepare the next platform.



Hop onto the first lava rock and use the Mach Speed power to make the lava level rise to the ceiling where Joe can collect extra Film Canisters. Allow the VFX meter to recharge, then double jump into the air while holding the L Button to get enough water to fall, creating another landing pad for Joe. Raise the lava level, then double jump onto the ledge on the right to regain solid ground.

Look Out Below!

The rocky platforms that Joe must in cross the lava pool last for only about 10 seconds before they melt back into their molten state. One way for Joe to get from one platform to the next is by slowing down the water drops, then double jumping above them. So long as he doesn't pop the water drips while they form, he can follow them down through the air and land on the rocks the instant they become solid.

This area of the cavern has no drippy water pipes, but there is a series of hovering platforms that Joe can use to safely traverse the lava. Jump onto the first platform and wait for it to move into its closest position with the one to the right. Immediately press the L Button to make both platforms fall straight down onto the lava—this locks the platforms in place—and then double jump over to it. Gather the Cheeseburgers from the orange boxes to inch ever closer toward the V-Point requirement for this scene, and continue hopping from platform to platform.

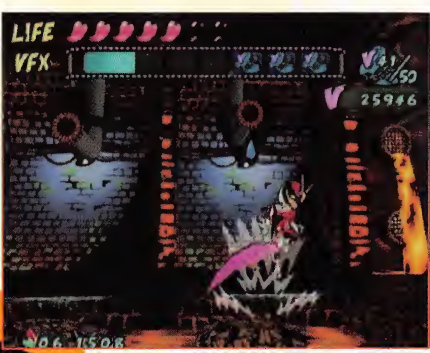
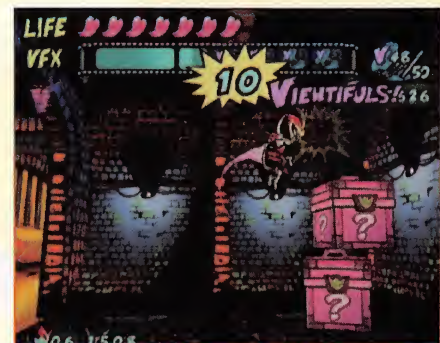
Stand near the left-hand edge of the third platform to avoid the wall of lava on the right, and wait for the VFX meter to recharge. Use Mach Speed to fly up past the flames that shoot out the side of the wall. Once at the top, wait for the platform on the right to move into sight, then double jump toward it while holding the L Button to keep it from moving away. The flag is up ahead on the right.



**STOP,
DROP,
AND
ROLL!**

Joe catches on fire if he touches the lava, but he can avoid the vicious knockback that occurs if the fire burns for too long. The first thing Joe must do is reach solid ground, whether it's a platform or a rocky ledge. Once there, stand still and use the Mach Speed ability to extinguish the flames. Failure to do this will likely cause our hero to be tossed around back and forth from one part of the lava to another until he is finally dead.

As soon as the scene ends, Joe must leap into the air and slam the ground to knock away a pair of attacking Rosetta. A few Zoomed-in punches later and Joe is on his way to explore the rest of the fiery cavern in peace and quiet. Just beyond the flag is a tall shaft with a group of Film Canisters arranged in an arrow pointing downward. On a hunch, Joe slows down the movement around him and double jumps onto an out-of-sight hovering platform. He rides the platform up to a secret alcove containing four pink crates that yield an L.I.V., some food, and plenty of Film Canisters. Joe plays it safe and returns to the rocky ledge near the flag.



The arrow of Film Canisters must be there for a reason, and Joe decides to use his Mach Speed ability to see if another hovering platform was floating below the surface of the lava. Sure enough, Joe is right again! He uses this platform to collect the Film Canisters, then slows down time while double jumping to allow for the water drips to cool the lava to the right. After a quick couple of hops, Joe is descending on another platform toward the final section of this flaming caldera. Fortunately for him, this final platform doesn't sink into the lava, so he can stand on it while he slows down the water drops to the right.

SCENE FOUR

Scene Type
Puzzle

Description
Return to the surface.

Viewtiful Reqs. (V-Point/Time)
3000/100

Just as Joe enters the final underground, a slot machine falls from a hole in the ceiling and his familiar friend the Joker appears. Keep the Joker on the left-hand side of the slot machine to better monitor his whereabouts, and alternate between Zoomed punches and Zoom Drill attacks. The Zoom Drill and Zoom Dive attacks, if used in conjunction with Joe's slow-mo ability, ricochet the Joker's bullets back at him.



Stay on the move and continue to keep pressure on him by leaping into the air and Zooming and punching. Joe has fought Jokers in the previous four episodes, so this one shouldn't pose much of a problem for the experienced superhero.

The scene is not over when the Joker has been defeated. Joe must still figure out how to escape the underground world. Leap off the slot machine to get the red Film Canister from the pink crate high above the floor, then turn and pop the token into the slot machine and stop the wheels on the picture of the coin to gain the 2000 Viewtifuls as normal. After that, stop the wheels on the Vs to earn another red Film Canister.

Now it's time to exit. Stop the slot machine so that three bombs are shown on the wheels. Leap over the

slot machine to the right and punch one of the bombs into the hole in the right-hand wall. Quickly press and hold the L Button while double jumping onto the slot machine. The explosion from the bomb creates a lava geyser that blasts the slot machine—and Joe—up through the hole in the ceiling!



SCENE FIVE

Scene Type
Puzzle

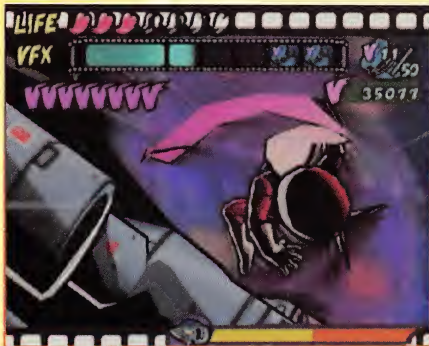
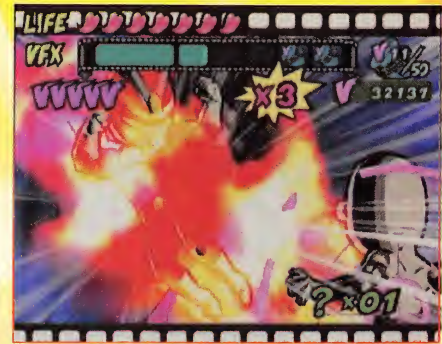
Description
Gain summit of Movie Land Hill.

Viewtiful Reqs. (V-Point/Time)
3000/180



Once back on the city streets, Joe finds himself in the midst of an uphill battle in Movie Land's red light district. Although the Biankies and Cromarties are the primary adversary in this scene, Joe must also deal with robotic turrets that launch a steady stream of bombs onto the road. Joe can disable these turrets by leaping over them and hitting their blind spot with a pair of Zoomed-in punches.

Advance up the hill slowly, taking care not to get surrounded by the Cromarties. Joe receives a Cheeseburger from each destroyed bomb turret, so he should stay in good shape throughout this fight. Once the Biankies and Cromarties have been destroyed, a pair of Gelbies appears. These can be destroyed just like those Joe encountered on the submarine.



Joe's final obstacle on this summit attempt is a Harrier. Unlike the first time Joe fought a Harrier in this episode, this time around he has a much larger VFX reserve, and also doesn't have to worry about being flown into a wall of lava! Furthermore, the Cromarties only attack one at a time instead of in groups of four. Jump high into the air and use a steady assault of slow spin kicks to destroy the Harrier. Also, concentrate on confusing the lone Cromarty and uppercutting or kicking him into the Harrier for extra damage.

SCENE SIX

Joe had a sneaking suspicion that he hadn't seen his last Tank, and the battle on the bridge bears that out. Joe is trapped atop Movie Land Hill, and he must defeat a Tank and a Harrier in succession to live to see the first intermission. Luckily for him, he's had plenty of practice against these two mechanical behemoths.

Joe has more than enough VFX to exaggerate the explosions from the artillery shells and Biankies when they crash into the Tank. In fact, Joe can even combo a few Biankies together for a larger X-Bonus and a quicker demise of the Tank. If possible, wait until a fresh batch of Biankies appears before delivering the finishing blow to the Tank, as the Biankies can be used against the Harrier that follows.



The Harrier should be dealt with just like the previous one—leap up onto it and perform multiple slow spin kicks to damage it. The ground will be crawling with Cromarties, so it's a good idea to minimize Joe's time on the street.



The out of control Harrier crashes hard into a bridge and causes Joe to fall onto the train tracks below—right in front of a speeding train. Our hero thinks fast and uses his Mach Speed ability to sprint to the right side of the tracks. There he finds a Cheeseburger in an orange box. Joe has no choice but to board the train as he carefully steps back out onto the tracks and waits for the train to approach again. Joe judges the train's distance and double jumps high into the air. Just as he makes the second jump, he uses his VFX powers to slow the train so he can land on top of it safely!

INTERMISSION 7

Power-Up Strategy

Purchase the Level Three version of the Mach Speed upgrade, along with another Life and an L.I.V. if possible.

Film Canister Collection Status

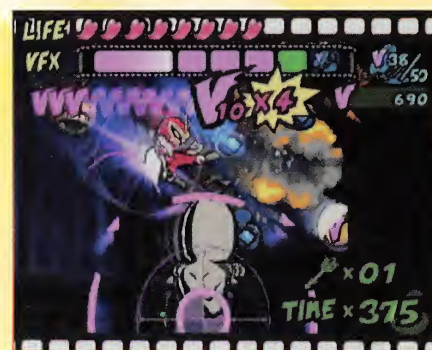
Joe should have three VFX upgrades and 11 of the 50 Film Canisters needed for the next upgrade.

SCENE SEVEN

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Time	Somebody stop this train!!!	4000/300

The train Joe decided to hitch a ride on is out of control! If somebody doesn't activate the emergency brakes on the caboose, it's going to crash. Joe has 400 seconds to be the hero and keep the train from running off the tracks! To do this, Joe must first cross through three cargo cars on his way to the caboose.

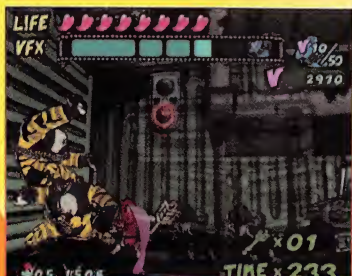
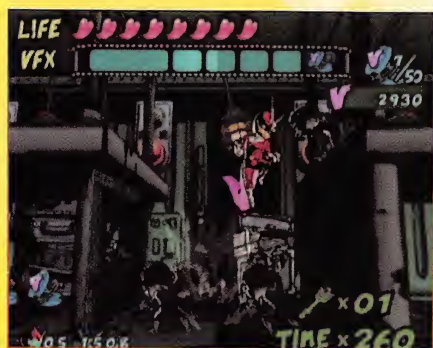
Grab the Film Canisters from the roof of the car, and drop through the hole to board the first car. Run and jump past the Biankies toward the pink crate on the far-left side of the car. Smash open the crate to get the red bottle of unlimited VFX, then immediately launch into a nine-Bianky combo! This single combo is almost all it takes to meet the V-Point requirement for a Viewtiful ranking.



Once the ninth Bianky has been defeated, a pair of Rosettas leaps into the room. Zoom in and punch them each a few times to defeat them, then grab the key and use it to unlock the hatch at the rear of the car.

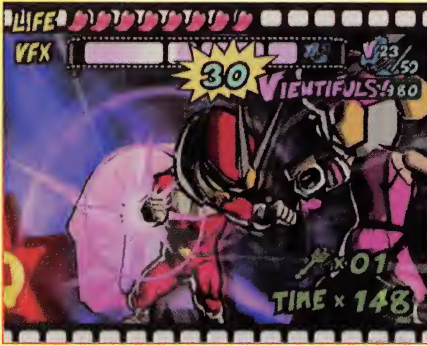
Double jump through the opening and angle to the right to collect more Film Canisters. Grab the Cheeseburger from the orange box between the cars, then board the second car on the train.

The second car contains multiple levels, each blocked off by a flimsy chain link gate that Joe can bust apart with a single punch. Break open the safe on the bottom to get a Cheeseburger and to reach the Film Canisters behind it. Numerous Cromarties attack once Joe steps onto the upper ledge on the right-hand side of this car. Rush past the Cromarties and break apart the second safe to get the key; it's on the next upper ledge.

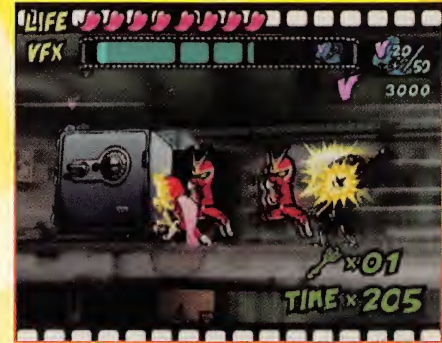


Two Gelbies appear beneath the exit hatch, and although it might be tough to get a clean shot on them if the Cromarties are still milling about, one of the Gelbies yields an L.I.V. when defeated. Nevertheless, Joe is already closing in on the V-Point requirement for this scene and needs to concern himself with meeting the strict guidelines for the Time requirement. This is a good time to bypass the enemies and exit the car through the hatch.

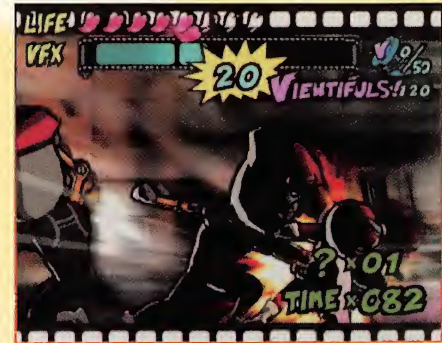
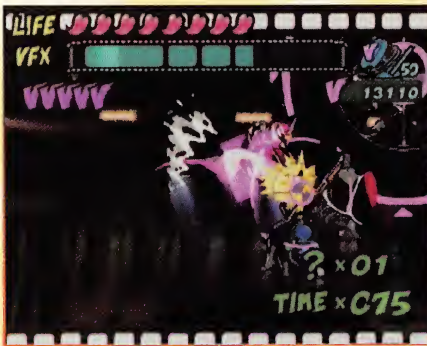
The third train car contains several Cromarty-Bazookas and Cromarty-Grenades in addition to the normal Cromarties that Joe has been squaring off against for the past few episodes. Our hero can slow down and duck under the bazooka blasts, or he can opt to punch them back at the Cromarty. Either way, Joe needs to get good and close to them to force them to attack with their hands and feet.



Break down the fence on the upper ledge and start a combo with the Cromarty-Grenade that appears. Continue the combo with the Cromarty-Bazooka directly below him, and then pause in the center of the car to eliminate the Gelby. Leap onto the next upper ledge and attack the safe with Mach Speed punches so that the Rosettas are distracted while Joe gets the red bottle of unlimited VFX inside the safe. Obtain the third and final key from the Gelby at the rear of the car, then leap out the hatch to cross over to the caboose.



Joe is met by a pair of Black Leaders once he reaches the caboose. Black Leaders fight like Red Leaders, but they have one very mighty attack that the Red Leaders do not. Joe must ensure he doesn't allow himself to get cornered by a Black leader, because they are capable of repeatedly jabbing their sword into Joe's midsection with such ferociousness that it will all but kill him.



The best way to handle this pair of crazy swordsmen is to meet them in the air, then Zoom in and start punching. Should Joe land enough blows on them, they will succumb to a combo and he'll then be able to polish them off in no time.

Once the Black Leaders have perished, locate the switch on the back of the train and stand on top of it. Allow the VFX meter to completely fill, then press and hold the L Button to help slow the train. Use an entire meter's worth of VFX before releasing the L Button to let it recharge slightly, then depress it again to finally stop the train. It takes roughly 20 seconds to stop the train.



INTERMISSION 2

Power-Up Strategy

Consider purchasing an L.I.V. or save the V-Points to get the Viewtiful Forever upgrade later on.

Film Canister Collection Status

Joe should have all five VFX upgrades at this point.

SCENE EIGHT

Scene Type
Boss Battle

Description
Defeat Alastor (6000 HP).

Viewtiful Reqs. (V-Point/Time)
200/250

Joe may have brought the train to a screeching halt, but not before it crashed through a wall, separating the outside world from an area where the Jadow planned to have a ritualistic gathering. It is here where Joe comes face-to-face with the strange man in purple that he had seen right before the submarine was torpedoed. Alastor introduces himself as Joe's nemesis and explains the Jadow's plans to escape Movie Land.

Boss Battle

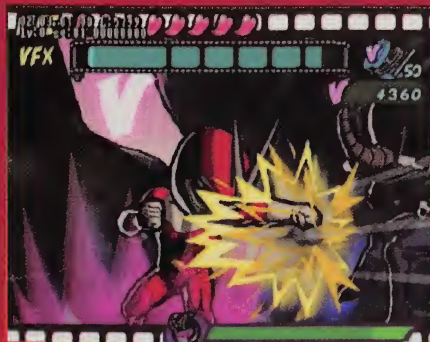
BOSS ATTACK	DAMAGE INFLECTED
Physical Attack	1 Heart
Flying Swords	1 Heart
Electric Shock	1 Heart
Lava	1 Heart

Alastor isn't the type of guy to get his hands dirty with a lot of rough and tumble brawling. Instead, this master of the underworld prefers to rely on his magical swords and lightning attacks to get the job done. Add to this the fact that he can fly, and it becomes clear that part of the challenge when fighting Alastor is being able to get close enough to him to land a hit.

Joe's best attack against Alastor is a series of slow, Zoomed-in punches. When the fight begins, Joe can rush up to Alastor and land a few blows right off the bat. Use these attacks to knock him into the lava. Alastor hates the lava and immediately leaps into the pool of water to cool off. Joe should immediately pursue his foe into the water and continue the assault while Alastor puts out the flames from his dip in the lava.



The Blade Master, Alastor



The Blade Master, Alastor

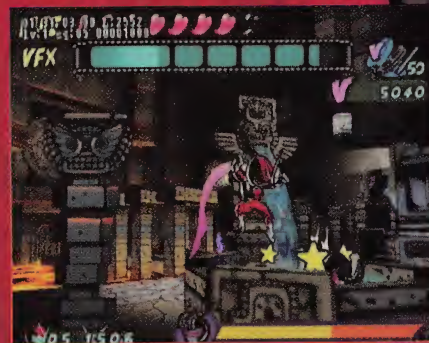
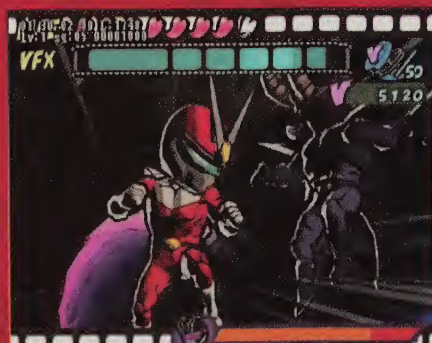
Alastor doesn't spend much time on the ground and, instead, flies around the upper reaches of the temple. This is Joe's cue that the lightning show is about to start. Watch for the magical stone columns to begin floating about, and leap onto one of them. Alastor uses these columns to send bolts of lightning down to the ground. Additionally, the boss summons his spirited swords and guides them through the air toward Joe.



Watch for the swords to begin flying, then double jump into the air and attack Alastor if he's nearby. Otherwise, get into position near one of the stone columns and begin performing slow spin kicks over and over to destroy the stone, and also to deflect the swords back at Alastor. With any luck, the swords will knock the boss into the lava, allowing Joe to return to the pool and continue the attack on his foe. Either way, Joe comes out unscathed and gains a Cheeseburger for destroying the stone.



Continue chasing Alastor around the arena and hit him with slow Zoomed-in punches whenever possible. So long as Joe avoids the lightning attacks and leaps into a slow spinning kick whenever the swords start flying, he'll emerge victorious.



VIEWTIFUL RANKING SAMPLE

Grades	Rank	Episode Bonus
VVVVAVA	Viewtiful	7,000

A HERO WILL BE BORN



The Magnificent 5

EPISODE 6:

THE MAGNIFICENT 5



EPISODE SUMMARY

The plot has certainly thickened, and now with the threat of DNA experiments, fictional characters run amuck, and pretty girls getting kidnapped, there's no telling what's going to happen next! Sounds like the perfect chance for Joe to test his new nickname, not to mention his insane strength and powers, against the most evil superhero villains ever devised. It's time for a boss parade!

Power-Up Strategy: Purchase a batch of Voomerangs and a Take Two at the beginning of the episode, then save the other points for use during the intermission.

Scene Total: 5

Save Point Location: There are no save points in this episode.

**BEEN
THERE,
DONE
THAT...**

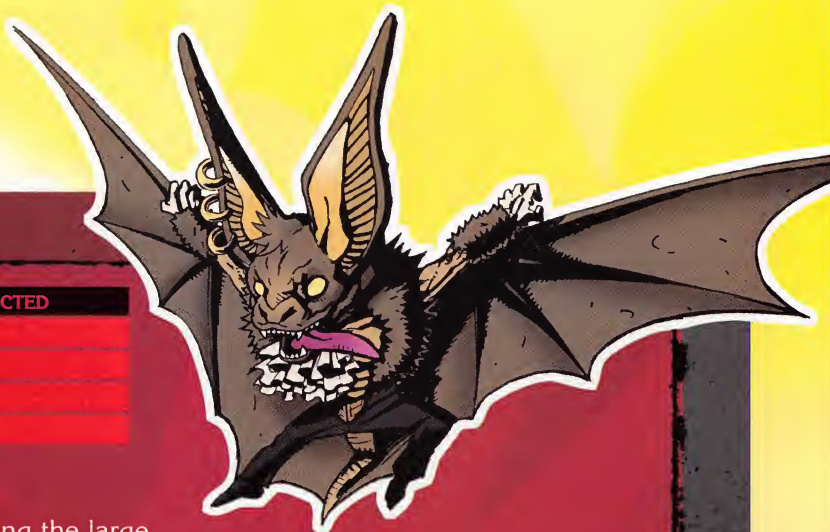
...or so you think! The first four scenes in Episode Six consist of battles against bosses that Joe has already defeated. In most instances, the strategy provided in the previous chapters is still valid. Unlike the past battles, however, the bosses are a little stronger this time, and now Joe also needs to find Film Canisters *during* the fight!

SCENE ONE

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Boss Battle	Defeat Charles the Bat (4000 HP).	200/150

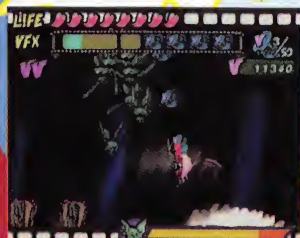
Boss Battle

BOSS ATTACK	DAMAGE INFLECTED
Direct Contact	1 Heart
Wing Blade	1 Heart
Falling Stalactites	1 Heart
Rocket Streak	2 Hearts



Collect the Film Canisters while crossing the large cavern, toward the former location of the coffin. Charles the Bat will try to get a surprise jump on Joe, so be ready to begin fighting on a moment's notice. Of all the repeating boss fights, this one is most different, and for good reason—Joe has gotten much stronger since those early days, and he has a lot more ways of inflicting pain on the Dark Fiend.

COLLECTIBLES



In addition to the Film Canisters out in the open, there are also two columns of them high in the air in the center of the cavern. Joe can collect these by slowly uppercutting one of the stalactites that Charles knocks off the ceiling. Additionally, two pink crates appear at the far end of the area. The first one contains a red Film Canister and the second holds a Cheeseburger.

Charles the Third has gotten significantly more feisty since Episode One, but he attacks in exactly the same ways—just faster and harder! Joe can still inflict damage by leaping into the air and punching the boss to make him break into a flock of lesser bats. These smaller bats can then be destroyed by a spin kick or even a Voomerang.



Although beating up on the little bats does harm Charles the Bat, this method takes a very long time. The best way to lay down some major hurt is to knock the Dark Fiend to the ground, and then run up to him and perform a series of slow, Zoomed-in punches before he takes to the air. Previously, Joe had to rely on the stalactites for this, but now he can knock Charles out of the air with a Red Hot Kick, a stalactite, or even a Voomerang. In fact, Joe can stand tall as his foe rockets toward him, since even a single Voomerang can drop the overgrown bat to the ground.



SCENE TWO

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Boss Battle	Defeat Hulk Davidson (5000 HP).	1400/150

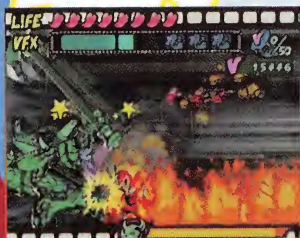
Boss Battle

BOSS ATTACK	DAMAGE INFLICTED
Body Slam	1 Heart
Axe Swing	4 Hearts
Fire Bombs	1 Heart
Missiles	1 Heart
Horn Charge	4 Hearts

Joe can go about fighting Hulk Davidson just as he did in Episode Two. The main difference this time around is that Hulk's axe and horns dish out a *lot* more damage than they did in the Rhino Hotel.

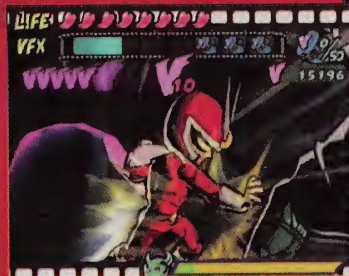
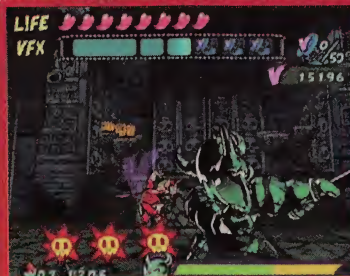
Additionally, this boss boasts a hulking amount of energy in this battle—Joe's got his work cut out for himself this time around!

COLLECTIBLES



Joe finds numerous Film Canisters lying about when he enters the room. Try to gather up all of them as quickly as possible, because the extra VFX upgrade comes in handy. There are also a half dozen or so orange boxes in the distance that contain Cheeseburgers. A red Film Canister can be obtained by attacking a confused Hulk Davidson with Mach Speed punches or kicks.

The key to defeating Hulk Davidson is to dodge his swinging axe and immediately counterattack with a barrage of slow, Zoomed-in punches. Joe can typically land 10 of these punches before ducking the next overhead axe swing. Hulk Davidson tries to gore Joe after his axe attack, so sprint through the fire, then double jump into the air to let him pass underneath. Hulk is left confused after slamming into the wall headfirst, and this is a great time for Joe to continue his assault on the Iron Ogre, or to attack with Mach Speed punches to get the Cheeseburgers from the boxes in the background.



Another valuable tactic, if Joe has enough VFX to pull it off, is to redirect the homing missiles at Hulk, and slow down their explosions long enough for the boss's axe to break. Once that happens, it's open season on rhinos, and Joe will be ready to bag his limit! Unfortunately, Hulk Davidson gets a replacement axe after approximately 10 seconds, but our hero can still do some serious damage in the meantime.

SCENE THREE

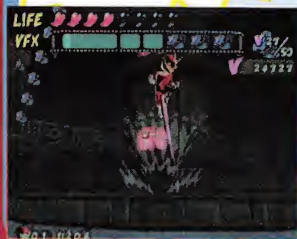
Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Boss Battle	Defeat Gran Bruce (7000 HP). 3000/180	

Boss Battle

BOSS ATTACK	DAMAGE INFLECTED
Debris	1 Heart
Fish	1 Heart
Mines	1 Heart
Tail Swipe	1 Heart
Bite	1+ Hearts

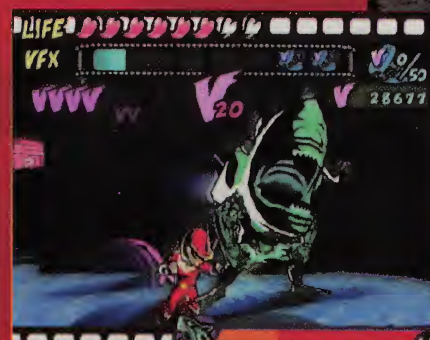
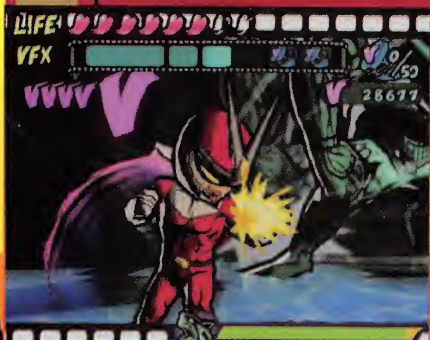
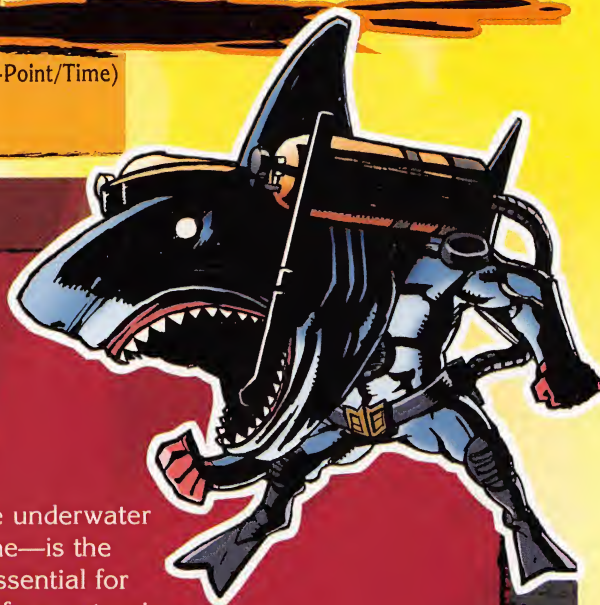
Gran Bruce fights exactly the same way he did in the underwater city. The only noticeable difference—and it's a big one—is the fact that he has 7000 HP! This makes it absolutely essential for Joe to remain close to Gran Bruce, and prevent him from returning to the deep water area of the arena where he can regain lost energy. If Gran Bruce is allowed to recover, Joe will be in for a very long battle.

COLLECTIBLES



Grab the numerous Film Canisters upon entering the arena, including those in the deeper part of the arena. Joe comes across two pink crates and an orange box (located in the top left-hand corner) that contains a Full Meal. This food may prove vital, depending on how the battle with Hulk Davidson went. The Pink Crates are in the distance, and can only be broken open by attacking Gran Bruce with a Mach Speed attack. These crates contain hundreds of Viewtifuls and are the only way Joe can meet the V-Point requirement for a Viewtiful ranking.

The best way to defeat Gran Bruce hasn't changed. Rush toward him and attack with slow spin kicks or punches whenever he's not on the move. Lure him out of the water and toward either edge of the arena when he's in his feeding frenzy mode, and then wail on him while he's panting. Of course, this is also a good time to attack with a flurry of Mach Speed punches to get the Viewtifuls from the pink crates. The quickest way to diminish his health is to lead him toward one of the mines he spits into the water. Once he's got a mine good and stuck between his jaws, Zoom in and punch him while holding the L Button to exaggerate the blast.



The Aquatic Terror, Gran Bruce

SCENE FOUR

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Boss Battle	Defeat Another Joe (5000 HP).	5000/300



Another Joe

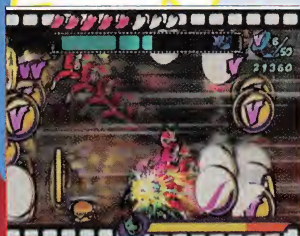
Boss Battle

BOSS ATTACK	DAMAGE INFLICTED
Physical attack	1 Heart
Clone attack	1 Heart
Six Machine	1 Heart
Electric/Spiked floor	1 Heart

It's time to fight Another Joe another time. As was the case with Gran Bruce, there are no significant changes in the way in which Another Joe fights. Although he is now in a green costume instead of

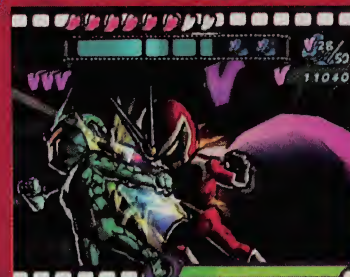
a red one, he continues to rely primarily on clones and his Six Majin. Another Joe won't appear the moment Joe enters the arena, so there is time to collect the dozens of Film Canisters scattered about. Don't stop collecting them until Joe has both his third and fourth VFX upgrade.

COLLECTIBLES



The chain link fence may be gone, but Joe can still tell where to stand during the fight by the array of orange boxes on the generator. Wait until late in the battle, then use a Mach Speed attack against Another Joe to bust open these boxes. Joe finds thousands of Viewtifuls to help him meet the V-Point requirement, and he also gains some Cheeseburgers and yellow Film Canisters.

Joe can go a long way in the fight against Another Joe by remembering to use the Voomerang whenever the clones attack. Throw a Voomerang, then leap into the air and begin performing slow spin kicks. Not only does this fend off the clones, but it also automatically exaggerates the blasts from the Six Majin's bombs, which could be helpful in finishing off Another Joe.



The important thing to remember when fighting Another Joe is that he attacks very quickly, but Joe can tell when it's coming based on the in-game camera. Watch for Another Joe to appear beside Joe when the in-game camera is close up, and be ready to counterattack with numerous Zoomed-in punches. Furthermore, remember to slow down the action on the screen after suffering a hit to make it easier to Zoom in for the Ukemi move before impact.

INTERMISSION 7

Power-Up Strategy

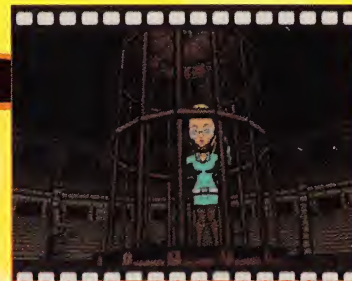
Purchase a Take Two, if applicable, and spend any other V-Points on an additional Life to boost Joe's life gauge.

Film Canister Collection Status

There are no more Film Canisters to find in this episode. Joe could possibly have all five VFX upgrades already.

SCENE FIVE

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Boss Battle	Defeat Fire Leo (6000 HP).	120/300



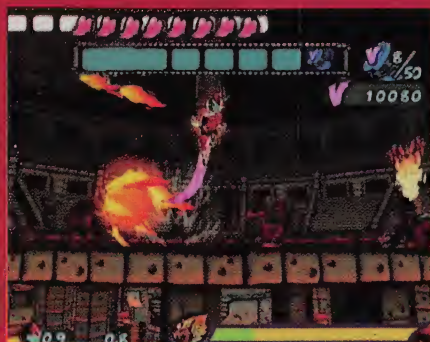
After reminiscing with four of his favorite adversaries, Joe stumbles onto a lava-filled room where Silvia is being kept. Silvia had been watching Joe all this time and isn't happy with his lackadaisical approach to saving her. Joe doesn't have time to explain himself to Silvia at the moment because his girlfriend's keeper, Fire Leo, has some business to attend to with Joe.

Boss Battle

BOSS ATTACK	DAMAGE INFLECTED
Physical Contact	2 Hearts
Charging Leo	3 Hearts
Fireball	2 Hearts
Spinning Attack	1 Heart
Falling Meteorite	2 Hearts

Fire Leo is, by far, the toughest enemy that Joe will ever encounter. Likewise, he's also one that Joe should take great pride in defeating. Fire Leo fights on a circular ring suspended above a pool of lava. He gallops around this ring while breathing flames, shooting fireballs, and ejecting meteorites at his enemies. Fire Leo is so hot, in fact, that Joe can't even get a hit on him unless he, too, is on fire.

The battle begins with Fire Leo sprinting away from Joe while simultaneously lobbing meteorites and fireballs into the air. Joe must use these meteorites to ignite himself and guard against the fireballs. Run up to the nearest meteorite and Mach Speed punch it until Joe is glowing red, then run after Fire Leo while keeping track of Joe's burn level. Use another meteorite to keep the blaze going, and then leap into the air and Red Hot Kick Fire Leo. Quickly leap away and, if possible, Mach Speed attack another meteorite for last-second protection against any remaining fireballs in the air.

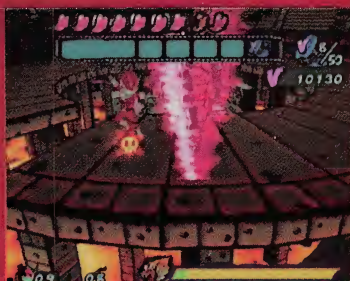


The Inferno Lord, Fire Leo

Each time Fire Leo dives into the lava, he comes out breathing fire and throwing all sorts of lava-laden projectiles about. Punching or kicking him while on fire is the only way to cool him off and make him vulnerable to damage. The Red Hot Kick is a great attack to use for this because it allows Joe to close on him faster, and it also puts our hero in the air and ready to leap away to safety should Fire Leo turn and take a swipe with his claws.

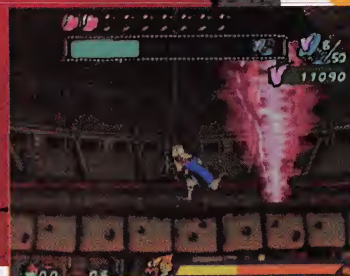
Once Fire Leo has been extinguished, Joe's next step is to break away his armor. Watch for him to take a swipe at Joe, then quickly dodge the attack. Counter with a pair of slow, Zoomed-in punches to bust apart his cuirass. Try to land as many punches on him as possible now because it only gets harder from here on out.

After his armor has been destroyed, Fire Leo starts spinning like a top. Run away from him (away from the gap in the walkway, if possible) to allow the VFX meter to recharge, and then allow him to catch up. Fire Leo will attack five times while spinning and Joe must dodge all five attacks if he's to finally land a substantial hit on the Inferno Lord. Consider slowing his spinning down between each attack to allow for Joe to duck or hop over it safely. Fire Leo will be officially confused once Joe has dodged all five consecutive attacks. Zoom in and slow punch him five times.



Fire Leo doesn't like being hit like that, and quickly retreats to his lava filled home for a recharge. Joe must repeat that dodge and attack strategy a total of four times before finally defeating Fire Leo. To make matters worse, each time Fire Leo drops back into the lava, he comes out meaner than before. Joe should expect him to run faster, behave less predictably, and lob many more meteorites and fireballs as the fight progresses.

The only way to be successful against Fire Leo is to perfect your evasive techniques. For starters, use the Mach Speed ability to sprint around the perimeter of the walkway whenever Fire Leo is about to leap out of the lava—there's no telling where he'll come out, and Joe certainly doesn't want to get squashed! It's also important to be ready to switch into slow-mo whenever leaping over Fire Leo during one of his sprinting sessions. The meteorites appear quite fast and being in slow gives Joe the chance to auto-dodge if the need arises. Lastly, as the battle rages on and Fire Leo becomes much more difficult to contain, Joe will use his VFX powers more often. Remember to watch the meter closely to avoid running out of VFX when it's needed the most—Joe suffers twice as much damage when not in his superhero state! Good luck!



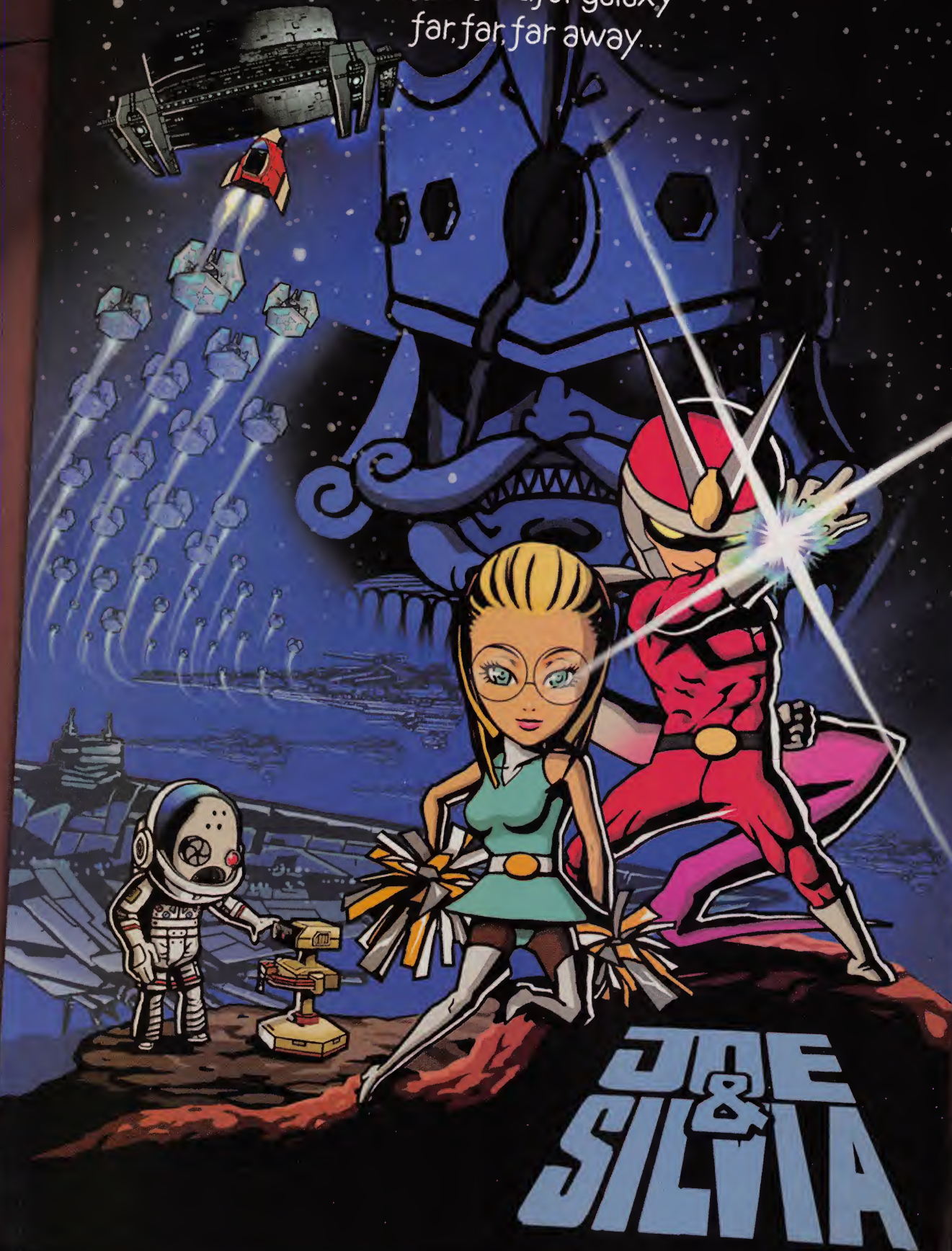
VIEWTIFUL RANKING SAMPLE

Grades
VVVVA

Rank
Viewtiful

Episode Bonus
8,000

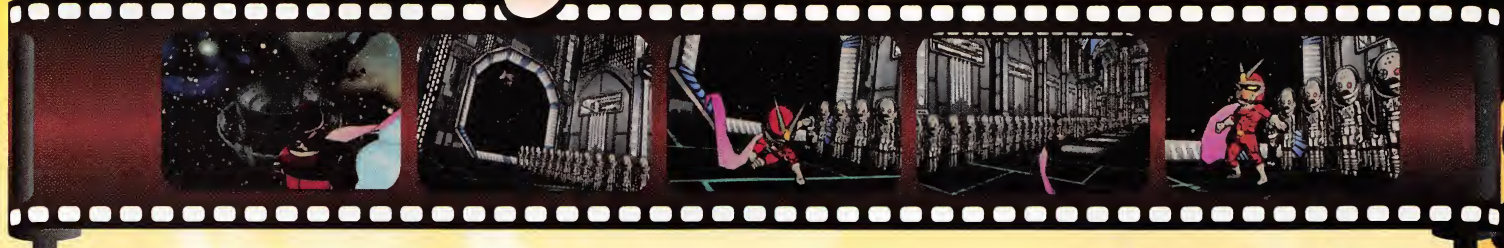
In a viewtiful galaxy
far, far, far away...





EPISODE 7:

JOE & SILVIA



EPISODE SUMMARY

Joe thinks he won the final encounter and saved the damsel in distress, but it appears that he made a miscalculation. Just when our hero was bracing himself for the much-deserved thank you, a giant arm reaches down from space and abducts Silvia. The blue shirtsleeves on the humongous extremity can mean only one thing... here we go again!

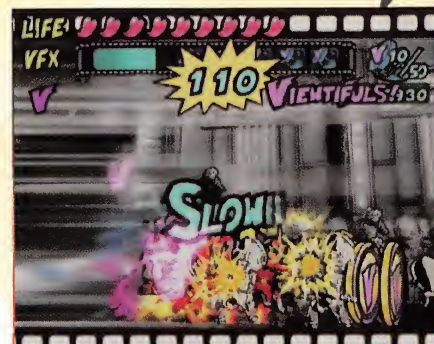
Joe quickly whistles for his trusty Six Machine and speeds off in hot pursuit of the giant arm. The chase leads to a space station thousands of miles above Movie Land—all good action movies need a scene in outer space, right?

Power-Up Strategy: Purchase the Viewtiful Forever upgrade at the start of the episode, along with a Take Two.

Scene Total: 12

Save Point Location: The save point is located after Scene Three.

Joe is immediately met on board the space station by a horde of Apollo Biankies. Apollo Biankies are identical to all of the various land-based Biankies in every way, except for their funky little space suits. Joe attacks the Apollo Biankies with a Mach Speed flurry of punches to break open the pink crate in the background and gains a red Film Canister. The stream of enemies is nearly limitless, so Joe leaps over their heads and ventures deeper into the area.



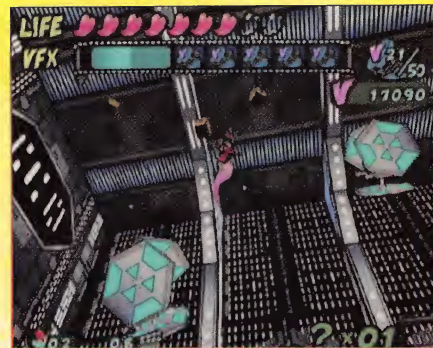
SCENE ONE

Joe is under constant assault by dozens of Apollo Biankies during this scene, but there is simply not enough time to fight them—our hero needs to ignore the enemies for now and concentrate on the task at hand.

The door at the far end of the room is currently locked, and the only way to open it is to depress the three blue switches located on the floor in the room. And the only way to do that is to leap from the ceiling and Zoom in during the descent to rocket into the ground. Moments before impact, Joe must use his slow-mo powers to increase the force of his impact on the switch.

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Puzzle	Activate three switches to air lock door.	7500/140

There's no time for sightseeing if Joe's going to meet the time requirement for a Viewtiful ranking, but he is going to need to break open most of the orange boxes in order to gain enough Viewtifuls to come close to the astronomical V-Point requirement (pun fully intended). Joe can ascend to the upper reaches of the room via the ledges near the entrance. Once there, break open the orange boxes to the left to gain some extra Shock Pink bombs, Voomerangs, and lots and lots of Viewtifuls.

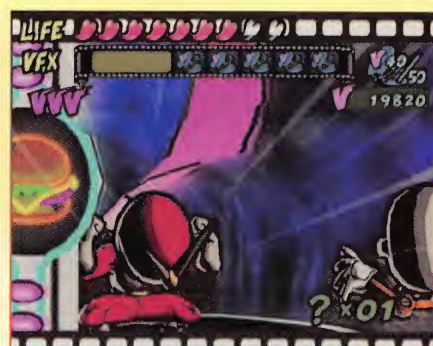
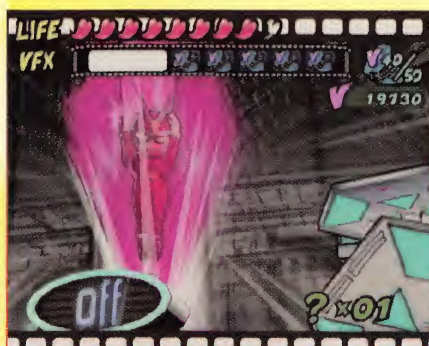
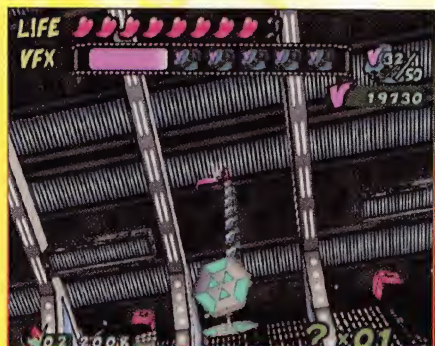


BACKGROUND NOISE

Joe undoubtedly notices the pink crates in the distance behind the upper ledges. These crates can be broken open by slow-mo uppercutting an enemy on the floor. Continue holding the L Button while the enemy flies up through the air and onto the ledge. Joe can then use the Die Fighters to gain the ledge, and use Mach Speed to attack the enemy and break open the crate. Wait until after the scene has ended before attempting this.

Only the area near the entrance has a series of ledges that Joe can double jump to. The remainder of the area only has ledges near the ceiling, and Joe must use the Die Fighters that rise up out of the floor to reach them. The Die Fighters have flat tops that can be used as moving platforms for Joe to jump on, but he will incur damage if he hits one at a bad angle. Carefully use the Die Fighters as stepping-stones to the ledges near the ceiling. Joe can punch the Die Fighter to make it stop temporarily.

Locate the column of Film Canisters near the ceilings and use them to align Joe with the switch on the floor. Listen closely for the sounds of Die Fighters taking off from below (Joe must not hit them on his way down or else he won't have enough momentum to activate the switch), and then double jump high into the air above the Film Canisters and Zoom in. Rocket down toward the floor, then press and hold the L Button right before hitting the switch. Continue holding the L Button until the switch is fully lit.



Special Delivery

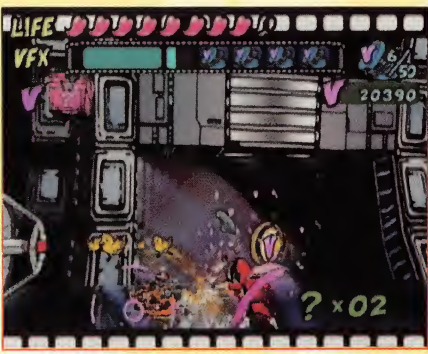
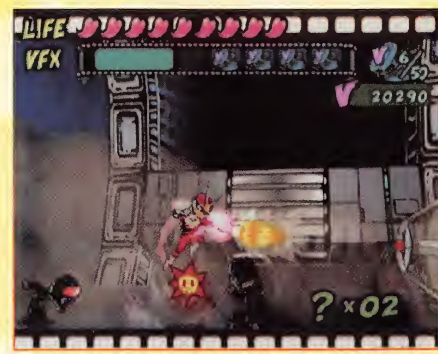
Ride the uppermost Die Fighter toward the orange box near the ceiling, between the first and second switches. This orange box contains a red bottle of unlimited VFX and can come in handy when trying to trigger the final two switches.

SCENE TWO

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Space Tanks x2	3200/200

Joe's progress is blocked by a pair of Space Tanks. Although they are essentially shiny, aluminum versions of the green Tanks that Joe fought back on land, his limited VFX meter makes this battle somewhat more difficult. In fact, Joe should run and jump over the first Space Tank to collect the Film Canisters and Cheeseburger from the area beyond it.

The Space Tank is only vulnerable to damage when it's hit in the satellite dish mounted on the end of its cannon. Joe must use his slowing abilities to punch the Space Tank's energy blasts back at it. Listen closely for the pre-shot beep, wait a second, and then slowly jump into the air. Don't jump too high or else Joe won't be at the right angle to punch the blast back at the Space Tank.



Of course, the Space Tank isn't going to fight Joe one-on-one. Joe will be under constant assault by a never-ending supply of Cromarties. He can stay in a crouched position to allow the Space Tank to stun and confuse the Cromarties for him. Our hero can then uppercut them toward the Film Canisters high above the ground, slowly punch them toward the Space Tank, or he can Mach Speed attack them to get the red bottle of unlimited VFX from the pink crate in the distance.

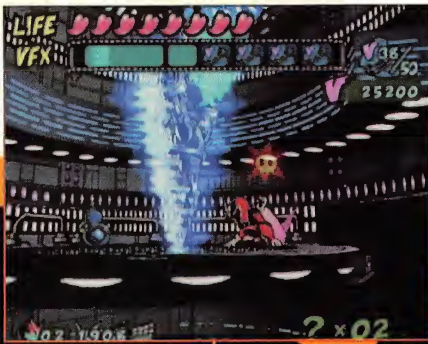
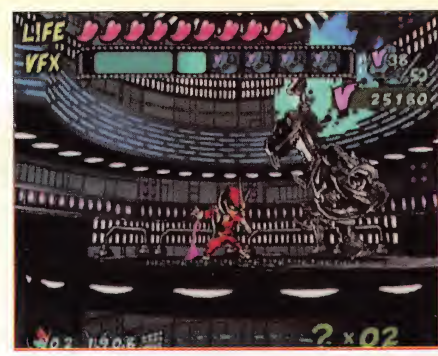
Destroy the first Space Tank, then leap over the walls on the right-hand side of the room to find the second Space Tank. The second pink crate also contains a red bottle of unlimited VFX, but it could come in handy during Scene Three, so Joe may wish to leave it until after the final Space Tank has been defeated.

SCENE THREE

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Metal Leo x2	2400/100

Gather up the Film Canisters from the platforms in the center of the room, then leap up through the glass floor to the circular floor above. The first of two Metal Leos is located here.

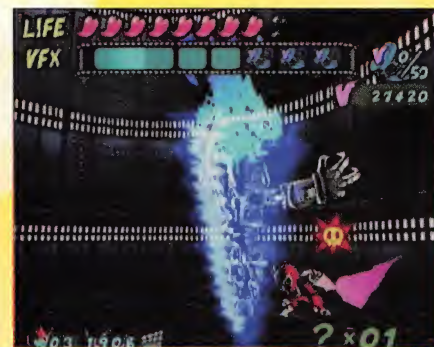
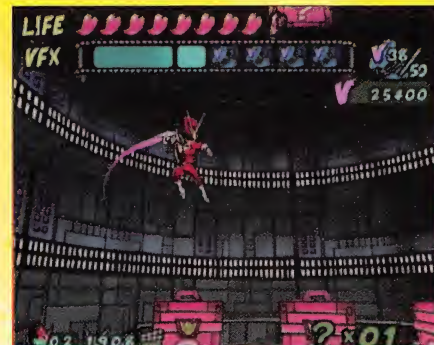
Metal Leos fight exactly like an extinguished Fire Leo, so the tactics needed to defeat them should be fresh in Joe's head. Approach the Metal Leo and wait for it to strike high or low. Dodge the attack, then immediately Zoom in and hit it with a pair of slow punches. Quickly Zoom out and dodge its follow-up attack, then repeat the Zoom and punch maneuver to destroy its armor.



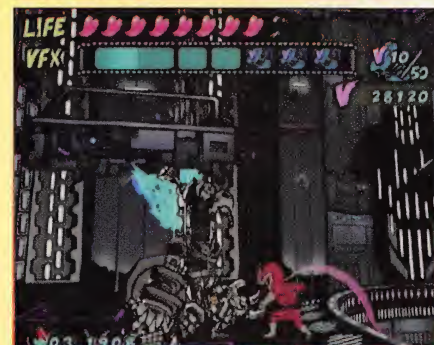
Back away from the Metal Leo to allow the VFX meter to recharge. Carefully approach the spinning Metal Leo and dodge its five attacks just as Joe did with Fire Leo. Wait for it to get confused, then Zoom in and slow punch it six times to destroy it.

The only way Joe can get enough Viewtifuls to meet the V-Point requirement is to ransack the secret platform above this circular floor. Jump onto the ledge near the wall, and then up again to the area above. Joe finds four pink crates containing an L.I.V., a red Film Canister, and thousands of Viewtifuls.

Now it's time to fight the second Metal Leo. Drop down the large circular hole, below the glass platform where the first one was. Stick near the walls to avoid the icy cold gas that is sprayed from the jets. Defeat the second Metal Leo in exactly the same way as the first to complete the scene.



After defeating the pair of Metal Leos, Joe rides the hovering platform back to the main level of the space station and notices something flickering on the left-hand side of the room. Our hero bravely inspects this anomaly and discovers that a third Metal Leo has been released! Joe knows he doesn't have to defeat this one, but can't in good conscience leave it roaming about, either. Joe's good deed doesn't go unrewarded as the Metal Leo yields an L.I.V. upon defeat.



INTERMISSION 7

Power-Up Strategy

Purchase a Take Two if Joe doesn't already have one, and use any remaining points to purchase a Life to extend the life gauge.

Film Canister Collection Status

Joe should have two VFX upgrades and 13 of the 50 Film Canisters needed for the third upgrade.

SCENE FOUR

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Key	Ride tram to slot machine; earn key in battle.	8000/220

This scene takes place on a narrow tram that travels along a track, moving toward the door at the far end of the corridor. Joe must collect as many Film Canisters as possible while trying to dodge numerous lasers. To make the scene even more interesting, he must also defeat nearly two dozen enemies before getting a shot at winning the key from the slot machine near the door.

Trippin' on the Ukemi

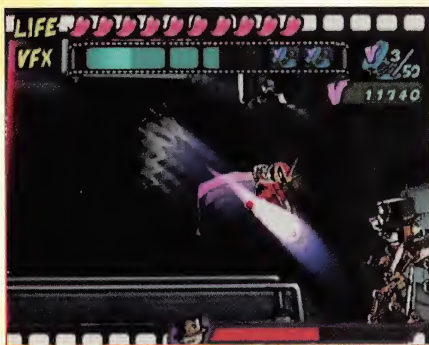
The Ukemi comes in handy during this scene as Joe is undoubtedly going to get tripped up by a laser trap at one time or another. Since he'll likely already be in slow-mo working on the next great X-Bonus, the auto-dodge saves him from damage. However, a quick flip of the C-Stick to Zoom in makes Joe strike a pose—one that leaves all around him reeling from his magnificence.

It's important for Joe to rack up a hefty X-Bonus early on with the lesser enemies, because the chance to combo enemies together all but disappears later in the scene. Joe first encounters numerous Apollo Biankies of various shapes and sizes, all of which can be used to initiate a combo after a single evasive maneuver. Consider kicking and uppercutting the enemies into the air to make them assist with the collection of the Film Canisters.



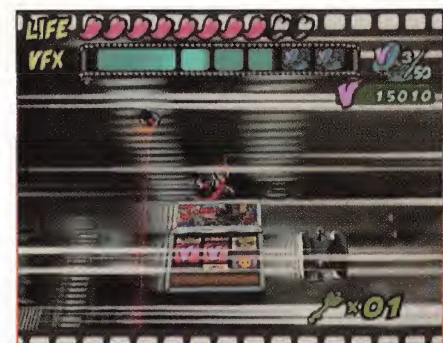
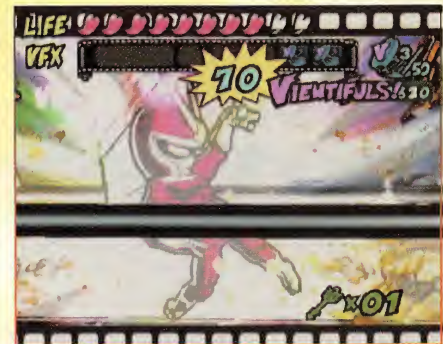
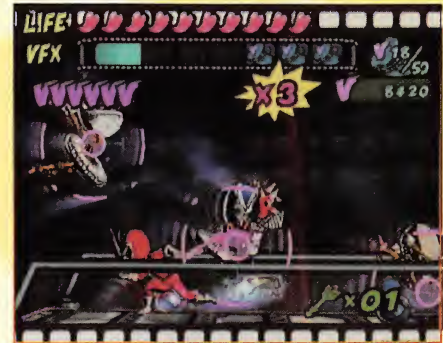
A pair of Gelbies follow the Biankies out onto the tram. Joe should try to get them both to one side to make it easier to dodge their attacks, but try not to get too far away from either of them or else they'll start throwing baseballs at Joe. A pair of Rosettas follow the Gelbies. Rush toward them and immediately Zoom and punch to break them into pieces.

A gang of Cromarties, including those toting bazookas and grenade launchers, appears next. Leap into the air and Zoom in to slam the ground. This knocks them onto their backs and gives Joe enough time to throw a Voomerang at them. Hold the L Button to slow the flight of the Voomerang and to increase its effectiveness against the Cromarties. Try to remain in slow-mo as long as possible while brawling with the Cromarties—this allows Joe to bust out his fabled Ukemi move to create some breathing room if the need arises.



Once all of the lesser enemies have been defeated, a slot machine falls from the ceiling and a Joker appears. This is the seventh and final Joker that Joe encounters, and he doesn't hold anything back. Stay on the move and work from right to left, back and forth, under and alongside the hovering slot machine. Zoom in before every jump and fall in order to make use of the Zoom Drill and Zoom Dive attacks. Also try to stay in slow-mo mode whenever possible to create the opportunity to smash the Joker with an Ukemi. Watch for him to move near the door and blast him with a Red Hot Kick to finish him off.

Unlike the previous slot machines, the wheels on this one rotate at an almost imperceptible rate. Double jump onto the slot machine and tap the R Button to move the wheels in short bursts. Line up the coins one at a time, then the Vs. The fastest way to stop the wheels once one is lined up correctly is to hop off the side of the slot machine while in slow-mo, punch the side of the machine to stop the wheel, and then double jump back on top of it. This keeps Joe safe from the hazards in the area.



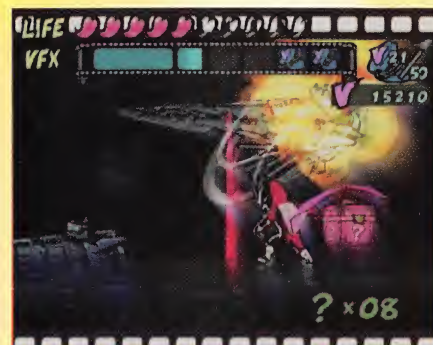
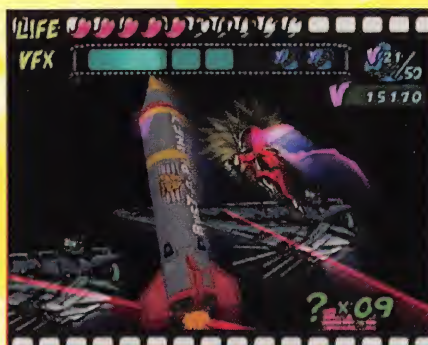
SCENE FIVE

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Battle	Blow up nine giant battle-ships.	1200/200

This scene takes place in a giant missile launching area of the space station. An endless supply of Bust-a-Planet missiles are being launched from the three silos in the center of the room, and it's up to Joe to redirect them toward the giant battleships in the distance. Joe doesn't have access to fancy targeting systems; he's going to have to use his fists. After all, they've gotten him this far, why forsake them now?

The battleships in the distance attempt to cook Joe's goose with powerful lasers that sweep back and forth across the room. Although they are a threat, they do not pose as immediate a danger as the baseball tossing Gelby that meets Joe at the entrance. Hop over the first silo and eliminate him right away. Another Gelby enters the room if Joe strays too far to the right-hand wall, so be sure to stick to the middle of the room for now.

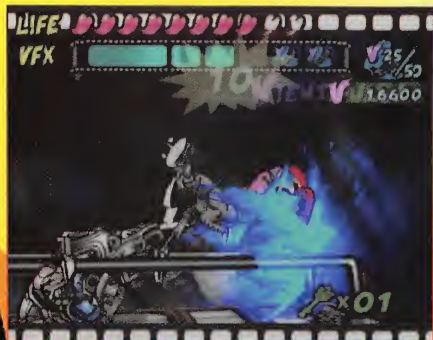
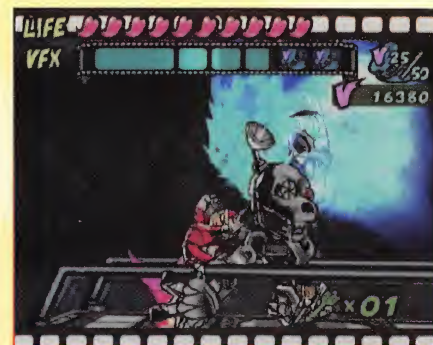
Hop onto the middle missile silo and stand on the lip of it to keep from being speared by the missiles as they shoot up into the air. Wait for the rumble in the silo, then leap into the air and hold the L Button to slow the missile's motions so that Joe can punch it. This redirects the missile toward either of the battleships. Release the L Button while the missile is airborne, then press and hold it again to lengthen the explosion. The first seven battleships can be destroyed with two large missile hits, but the last two are much larger and require three hits each.



SCENE SIX

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Key	Defeat Metal Leos to obtain key.	500/160

Joe is onboard a second tram and this time he only has to face three enemies, and they all just happen to be Metal Leos. The short length of the tram limits Joe's mobility, but he doesn't really need a lot of room to defeat a Metal Leo. Approach the metallic beast and dodge its initial attack, then counter with a series of slow, Zoomed-in punches. Once it has suffered exterior damage, it begins twisting in place, just as it had done in previous scenes. Dodge five consecutive attacks, then finish it off with more slow, Zoomed-in punches.



The second Metal Leo doesn't have the blue flames shooting out of its head like the others do. This one is also slightly different because it can shoot icy blue spheres at Joe that can do significant damage if he doesn't get out of the way. Joe needs to get right up against the Metal Leo and crouch down to avoid these attacks. It returns to its normal claw strikes after Joe dodges the blue ball of energy.

The third and final Metal Leo has the key that Joe needs to unlock the door. This last enemy fights just like the first one, and shouldn't pose any trouble for Joe at this stage. Grab the key, avoid the blue flaming jets near the ceiling, and exit the room.

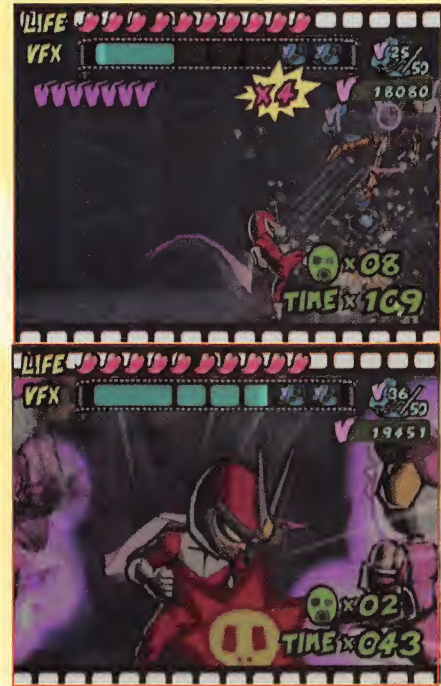
SCENE SEVEN

Joe must climb an enormous metal shaft over the course of the next few scenes and each section of the shaft (each scene is separated by an air lock at the top). Joe must defeat all of the enemies in each scene before the timer expires or else the area begins to fill with poisonous gas.

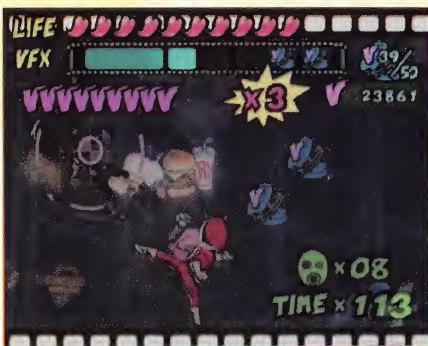
Things start out rather calmly in the first scene in this series. Joe is confronted by various members of the Bianky family, including a couple of Bianco-Billies. The first four to appear are located at ground level, but Joe must lure the others out of hiding further up in the shaft. Once they appear, however, they follow Joe back to the ground floor, so go ahead and drop back down to avoid the gas jets higher up in the shaft. Try to lead one of the Biankies out the door on the bottom-left of the shaft, then uppercut him into the air to collect the Film Canisters that are otherwise out of reach.

The final two enemies in this scene are both Rosetta. Leap up to the lengthy platform and immediately Zoom and punch them once they appear. As soon as the last Rosetta has been destroyed, the upper air lock opens and Joe can continue up to the next scene.

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Time Attack	Destroy eight enemies in 120 seconds.	1600/100



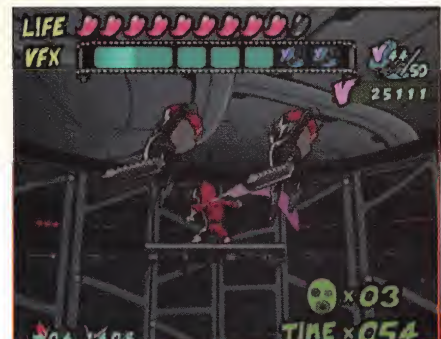
SCENE EIGHT



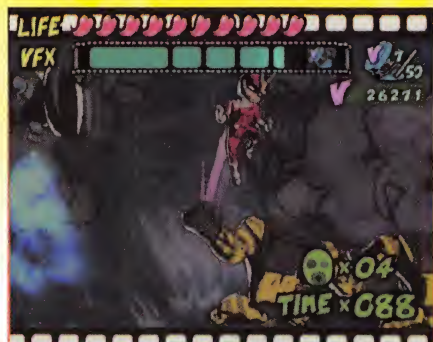
Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Time Attack	Destroy eight enemies in 140 seconds.	1500/120

This scene is just like the previous one, except that Joe is now squaring off against members of the Cromarty lineage. Leap up to the center platform to meet the first four Cromarties, and immediately toss a Voomerang to knock a couple of them down to the floor below. Once Joe has one separated, allow it to attack, then dodge all four of its strikes to confuse it. Now Joe can initiate a lengthy combo to finish them off.

When there are only two enemies left on the counter, jump onto the grate where the gas is escaping, then double jump from there up to the ledge near the ceiling. Joe is met by a pair of Black Leaders. Immediately drop back to the floor and Zoom and punch them as they follow. Try to separate the two of them from one another, then run toward the nearest one to get him to attack with a sword thrust. Dodge the attack and quickly switch to slow-mo to start the combo. Joe can continue up to the next segment of the shaft after these two have been defeated.



SCENE NINE



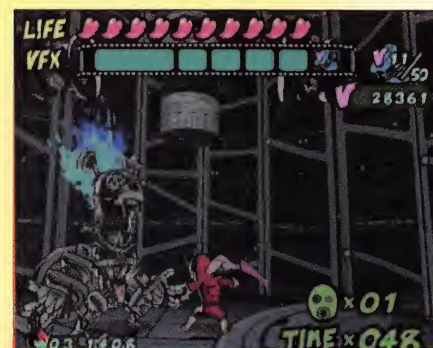
Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Time Attack	Destroy four enemies in 100 seconds.	800/100

This scene contains two pairs of Gelbies that Joe must lure into the open by leaping up through the poisonous clouds to the platform high above the ground. Once they appear, however, Joe should immediately drop back to the ground and wait for them to follow. Get them both to one side, then dodge their attack and slip in behind for the Zoom and punch. Continue using this attack to destroy all four Gelbies, then climb the shaft to the fourth segment.

SCENE TEN

The final scene in the shaft pits Joe against a pair of Metal Leos. Jump to the upper part of the shaft to get the Metal Leos to appear, then drop back to the ground level to take them on one at a time. Defeat the Metal Leos in exactly the same way as the previous encounters against them (neither shoots icy balls of energy at Joe). After both of the Metal Leos have been defeated, Joe is allowed to access the upper platform above the space station. There is someone there that can't wait to see him.

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Time Attack	Destroy two enemies in 110 seconds.	200/80



INTERMISSION 7

Power-Up Strategy

Make sure Joe has a Take Two, and use any remaining V-Points to purchase a Life if at all possible.

Film Canister Collection Status

Joe's not going to see any more Film Canisters where he's going. He either has all five VFX upgrades or he'll have to forever hold his peace.

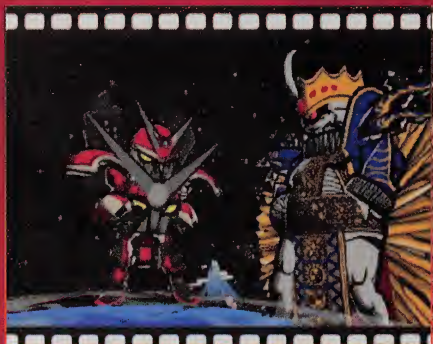
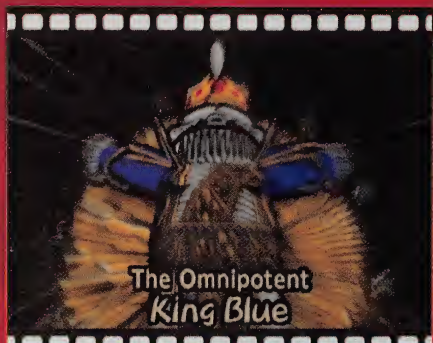
SCENE ELEVEN

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Boss Battle	Defeat King Blue (6000 HP).	2000/250

Joe, Silvia, and Captain Blue are all atop the space station. Those wanting to find out what gets said will have to battle their way through Episode Seven to find out. We're not telling!

Boss Battle

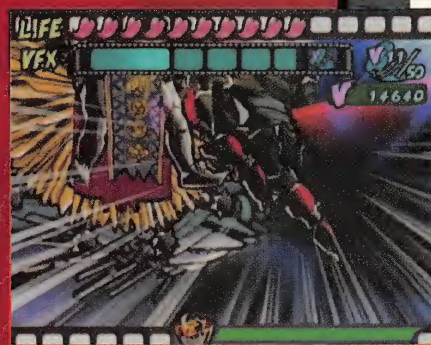
BOSS ATTACK	DAMAGE INFLECTED
Vertical Lightning	2-4 Hearts
Horizontal Lightning	2 Hearts
Rockets	1 Heart
Die Fighters	1 Heart
Laser	1 Heart



This battle between King Blue and Joe's Mega Megabot takes place on earth, and the combatants are so large that they can actually run around the planet in mere seconds! Joe might not be used to his enormous stature, but he can rest assured that all of his Viewtiful powers have transferred over to the Mega Megabot.

King Blue doesn't move around much and as is customary for most figureheads, he relies on his loyal subjects to do his bidding for him. In his case, this means squadrons of Die Fighters and numerous rockets. Of course, King Blue also has an incredibly powerful scepter that is capable of unleashing nearly unavoidable lightning strikes. Fortunately for Joe, King Blue is a creature of habit that follows a set routine throughout the battle. Identify each of his movements and act accordingly to survive this royal challenge.

The moment the battle begins, stand still and wait for King Blue to move into the foreground. Immediately jump into the air and punch him to lock him in place temporarily. Follow this up with a series of slow, Zoomed-in punches. This is Joe's bread-and-butter attack against King Blue, and it's possible to continue hitting him until the VFX meter is nearly empty.



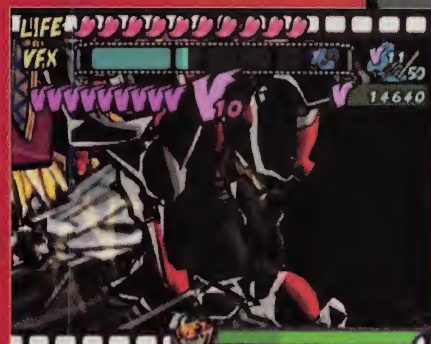
The Omnipotent King Blue

Once there's a break in the beating, King Blue twirls his scepter and summons a magnificent lightning strike... and then another, and another, and another. The single best place to be during these lightning storms is on the ground, directly in front of King Blue—and even this isn't always perfectly safe. As odd as it sounds, the best way to avoid the lightning attacks is to avoid moving. The lightning spreads toward Joe's location if any movement is detected, so try to resist the urge to flee from the electrical frenzy.



When the zapping ends, King Blue tosses his scepter into the sky above him while simultaneously calling for a squadron of Die Fighters. These minions fly in from the background and appear in stepped rows with the lowermost ones positioned in front of those above them. This is Joe's big chance to get another healthy attack in against the monarch. Double jump high into the air and begin punching and kicking the sky, using the Air Joe attack to stay aloft while the Die Fighters pass harmlessly beneath Joe.

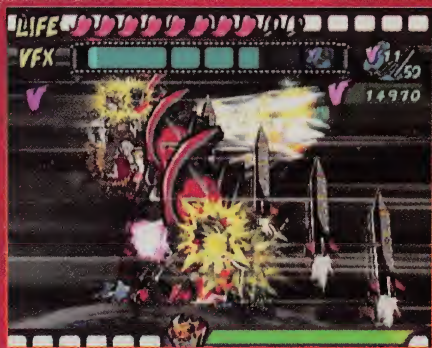
Continue kicking and punching the air to stay airborne for an additional second or two, then drop alongside King Blue. His scepter tries to stay at the same altitude as Joe, so it can land a horizontal lightning attack against him, but Joe can drop into attack position while leaving the scepter high above if he times it correctly. Punch the King to stop from falling, then Zoom in and begin the barrage of slow punches.



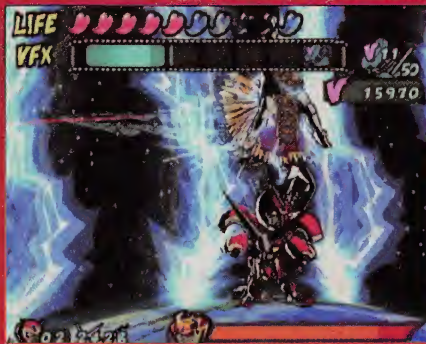
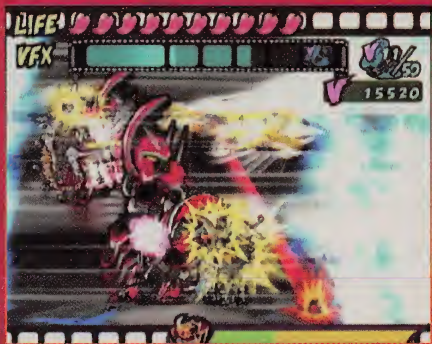
Drop back to the ground when the VFX meter is starting to run dry, and position the Mega Megabot directly below King Blue in hopes of evading the next vertical lightning attack. Shortly after the storm ends, a small radio tower with twin satellite dishes rises from the ground. Once it is fully unearthed (almost up to the Mega Megabot's shoulders) it beeps a few times before four rockets lift off and blast across the screen toward Joe.

The Omnipotent King Blue

Joe must attack the radio tower with Mach Speed punches so that his multiple images attack King Blue in the background. He must also pay attention to the incoming rockets—they will often be arranged so that the first two pass way over his head. In this situation, duck under the third rocket, leap over the fourth, and continue the Mach Speed attack on the radio tower. The rockets occasionally move in a formation that leads at ground level, so be ready to jump out of the way!



After the radio tower has been destroyed, King Blue again tries to fend off Joe with a vertical lightning attack. This predictably leads to the Die Fighter invasion and the horizontal lightning strike before another radio tower emerges from the ground. Use the previous tips to recognize what King Blue is going to do, and counterattack effectively. Continue the battle until he has been defeated.



SCENE TWELVE

Scene Type	Description	Viewtiful Reqs. (V-Point/Time)
Boss Battle	Defeat Captain Blue (3000 HP).	350/150

Joe and Captain Blue ditch their enormous crafts and square off against one another in a superhero battle to the end. It's time to find out once and for all if the student is truly stronger than the teacher!

Captain Blue

Boss Battle

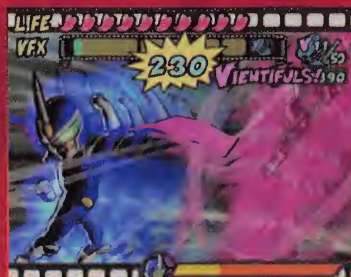
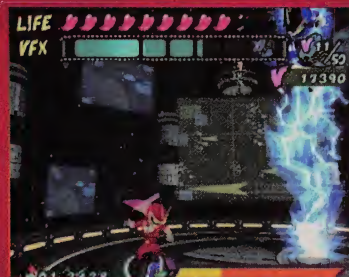
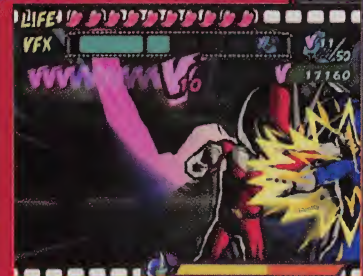
BOSS ATTACK	DAMAGE INFLECTED
Punch	1 Heart
Kick	1 Heart
Lightning Storm	2 Hearts
Aura Contact	2 Hearts

Joe hasn't fought Captain Blue in quite a while, but the old man hasn't changed much since their last scuffle. Although Captain Blue retains the lightning storm attack that he used in his King Blue costume, it doesn't compare to all of the special abilities Joe has gained since the last lesson.

Captain Blue attacks Joe with a surprising amount of energy and aggression. Joe must concentrate on leaping out of the way of Captain Blue's angled kicks and electric attacks if he hopes to last long in this fight. The good news for Joe is that his Zoomed-in punches are powerful enough to punch straight through Captain Blue's glowing aura—much like the Rosetta's. Joe can land nearly a dozen blows on Captain Blue each time he breaks through the aura, and since Captain Blue only has half the HP that King Blue had, this fight can be wrapped up much sooner.

The only thing Joe can expect from Captain Blue is the unexpected. Joe's former mentor leaps around the arena in a maniacal fashion, always trying to sneak in an attack on Joe. Our hero can combat this by Zooming and jumping into the air to knock Captain Blue back down to the ground. Another maneuver that works well is Sliding. Use this tactic to speedily duck away from Captain Blue after Joe attacks him at

ground level. The Red Hot Kick also works wonders as an evasive tool, since it allows Joe to fly through the air much faster than a normal jump would. As long as Joe manages to stay on top of Captain Blue and keep him from calling for his lightning storm attack, this battle will see a happy ending.



VIEWTIFUL RANKING SAMPLE

Grades	Rank	Episode Bonus
AVVVVVVVVAA	Viewtiful	10,000

SECRETS



Viewtiful Joe contains several unlockable gameplay modes and bonus characters that skilled players can strive to earn. Although all players should begin on Kids Mode, completing this easier gameplay mode will not earn any of the bonuses discussed in this chapter. Keep reading to find out how you, too, can play as Silvia, Captain Blue, and even Alastor!

Extra Gameplay Modes

Kids and Adult modes offer plenty of challenges to overcome, but those who crave even greater odds can do so in one of the two bonus gameplay modes. Each of these bonus settings contains tougher enemies, more stringent Viewtiful requirements, and a few special surprises, as well. Once unlocked, the player can select the gameplay option they would like to play from the main menu screen.

V-Rated Mode: Complete the game on Adult Mode to unlock this more difficult gameplay option.

Ultra V-Rated Mode: Complete the game on V-Rated Mode to access this ridiculously tough challenge—one of the most difficult options in all of gaming!

Secret Playable Characters

In addition to unlocking progressively more difficult gameplay modes, Joe can also gain access to other playable characters, such as Silvia, Captain Blue, and Alastor. Each of these characters has their own unique playing style that will take some getting used to. Unlocking these special characters isn't easy, but it is definitely worth the effort, especially since each character introduces a new beginning to the story aspect of the game.

SILVIA

Complete the game on Adult Mode to unlock Silvia.

Silvia isn't quite as strong as Joe—she can't defeat enemies as quickly, and she suffers twice as much damage as Joe does when attacked—but she is much, much faster. Silvia can quickly dash behind enemies and hit them when they least expect it. Silvia also sets herself apart from the crowd in another significant way: confused enemies will drop to their knees as she produces a series of hearts that spins around their heads. Lastly, when dodging a high spinning attack, Silvia strikes a sexy pose that stuns the enemies with her beauty so profoundly that they are unable to move for quite some time.



ALASTOR

Complete the game on V-Rated Mode to unlock Alastor.

Unlike the other characters, Alastor doesn't transform from a regular Joe into a superhero. Instead, he transforms from a regular man into the devil! Wait for Alastor's VFX meter to fill, then tap the Z Button to change into his demonic form. Alastor remains human until told to mutate because he is capable of unleashing an insane attack combo in his natural state. To pull off this special combo, double jump into the air and punch an enemy four times. Instead of throwing a fourth punch, Alastor will grab his sword and strike the enemy with it.

Alastor's devil form allows him to leap into the air and hover back and forth across the screen.

CAPTAIN BLUE

Complete the game on Ultra V-Rated Mode to unlock Captain Blue.

Captain Blue was Joe's mentor, but now he resumes the starring role of his glory days when he was the only show in town. Playing as Captain Blue is the ultimate challenge because he does not benefit from today's special effects, and in this case, that means no skull marks. Captain Blue must dodge enemy attacks the old fashioned way—by paying close attention to enemy movements and also relying on a little luck from time to time. A lack of skull marks isn't the only thing separating Captain Blue from the others; Captain Blue doesn't have the ability to double jump. Rather than making him double jump, pressing (and holding) the Jump Button a second time will make him hover in mid-air. From this position, Captain Blue can be moved to the left or right and can still use his special powers while hovering.



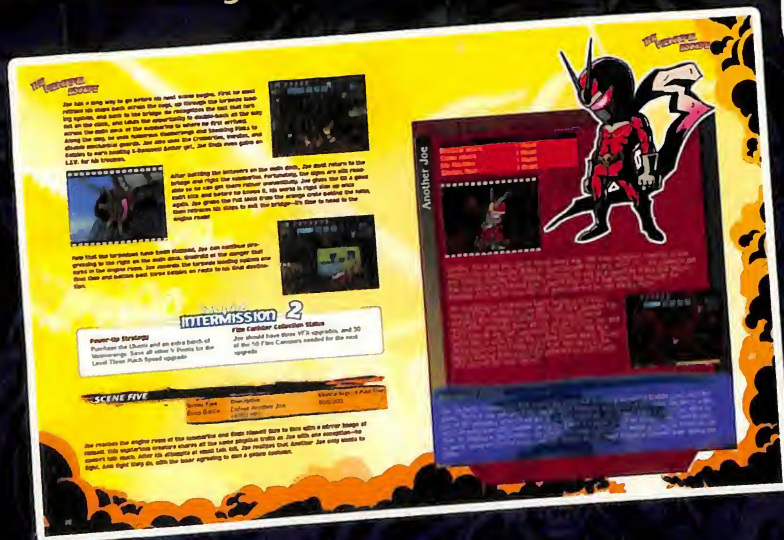
Silvia's been swiped by a villain from Movie Land, and Captain Blue is no longer up to the task of hero. It's up to Joe to save his girl, and the world, from celluloid evil. We'll show you how to zoom, spin, punch, and kick your way to a viewtifully happy ending!

COMPLETE ALL SEVEN EPISODES!

A blow-by-blow walkthrough to smacking every foe, nabbing the most Film Canisters, and gobbling enough Cheeseburgers to finish Viewtifully with the maximum Bonus

BEAT THE BADDIES OF MOVIE LAND!

A complete rundown of the enemies and bosses in the game, along with foolproof tactics for defeating them!



SCORE VIEWTIFULLY! Detailed coverage of the scoring system for each scene, and how to achieve a Viewtiful Ranking every time!

UNLOCK SECRETS! Hidden characters and special gameplay modes!

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